

Business Model

FIGURE 1

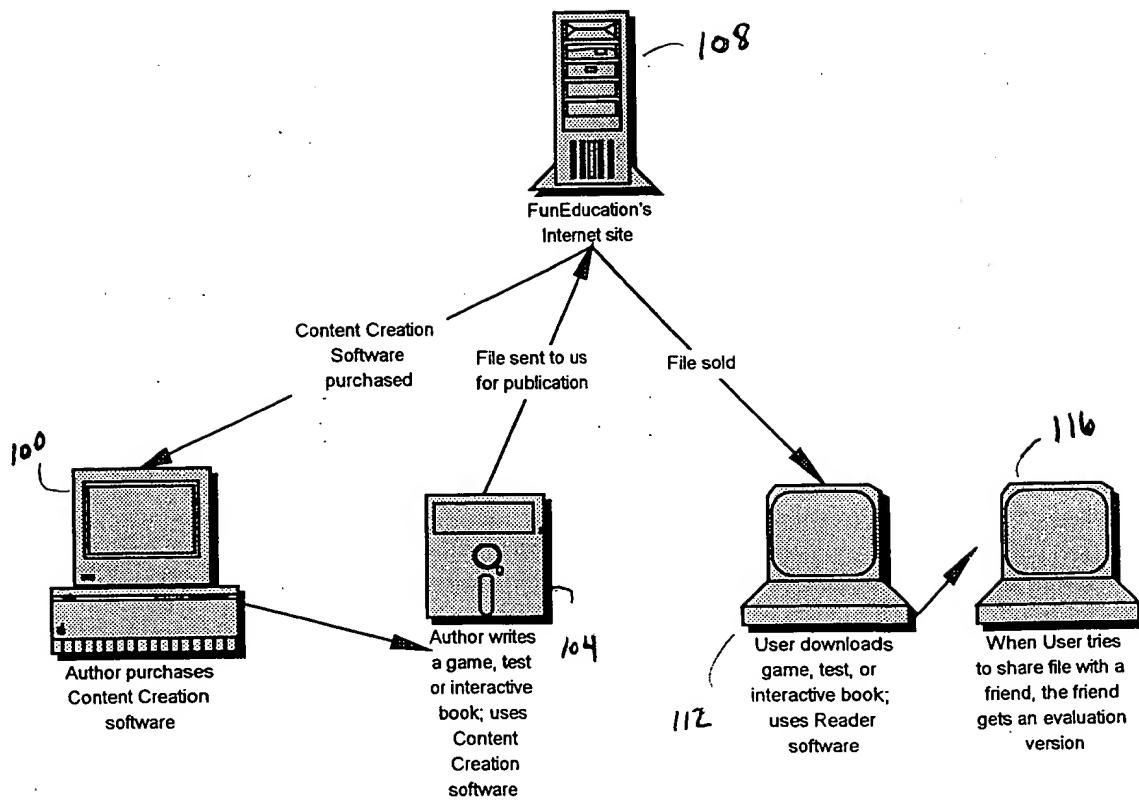


FIGURE 2

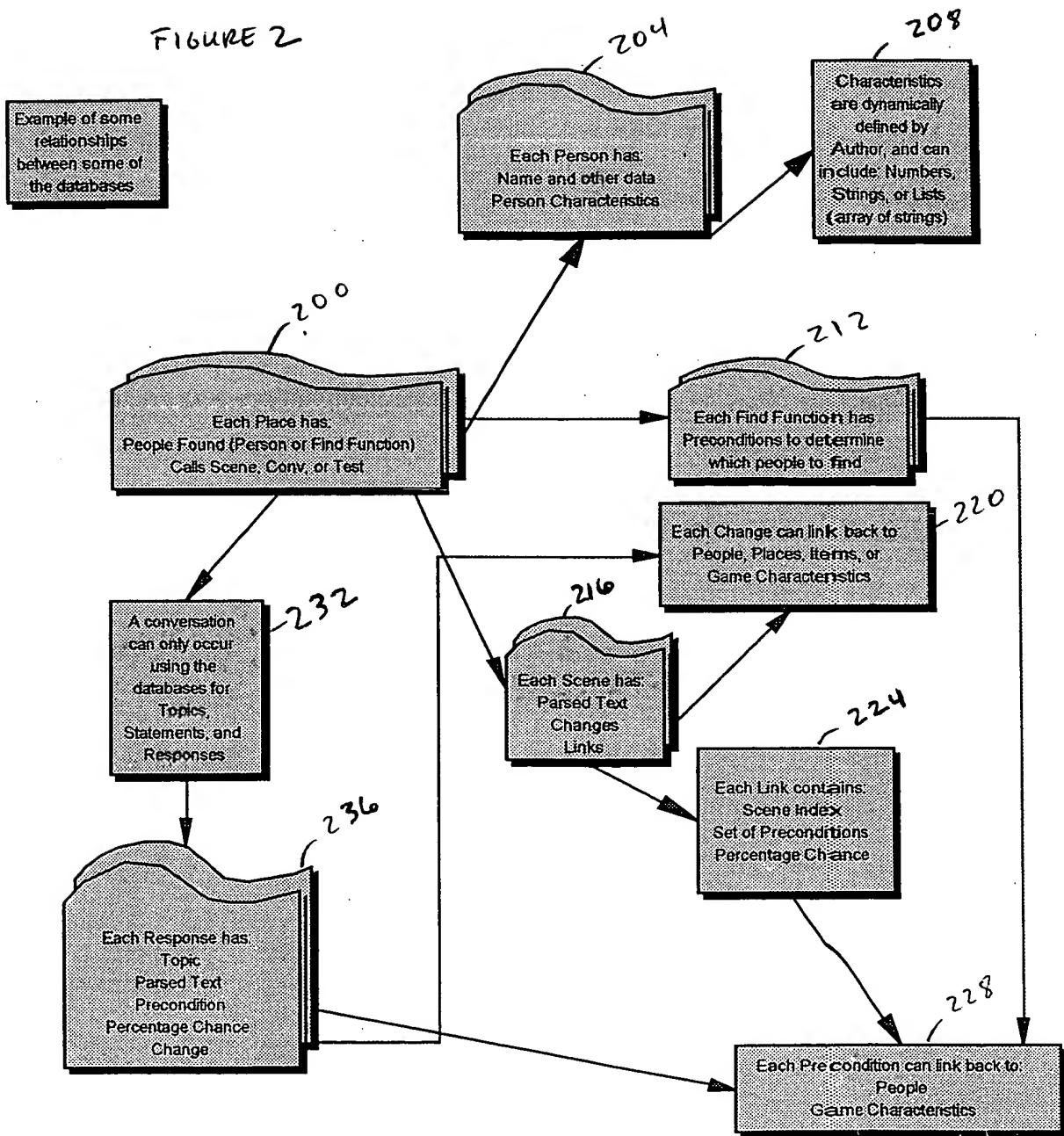
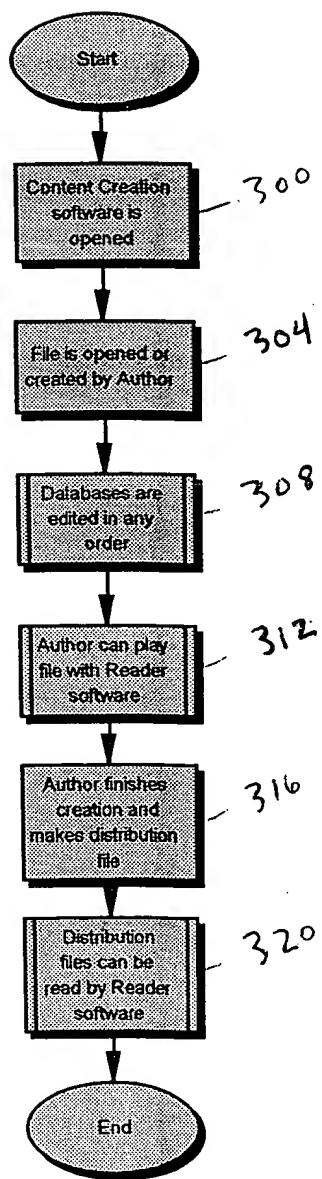


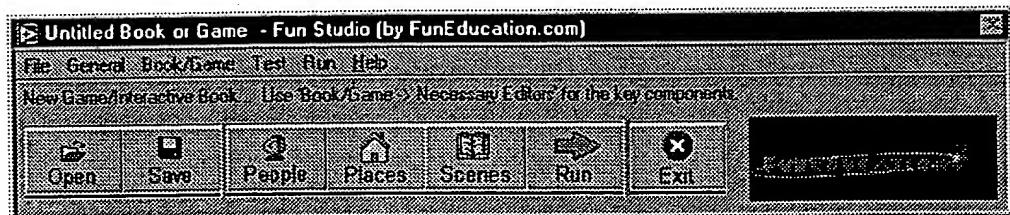
FIGURE 3



Two views of the Writer software.

The top view is for making an interactive book or game. The menu bars are all active, and the toolbar changes to display People, Places, Scenes, and Run.

Figure 4



The bottom view is for making a simple test. The toolbar changes for a test view.

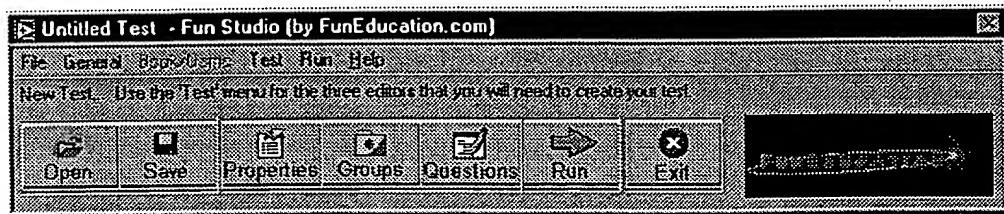
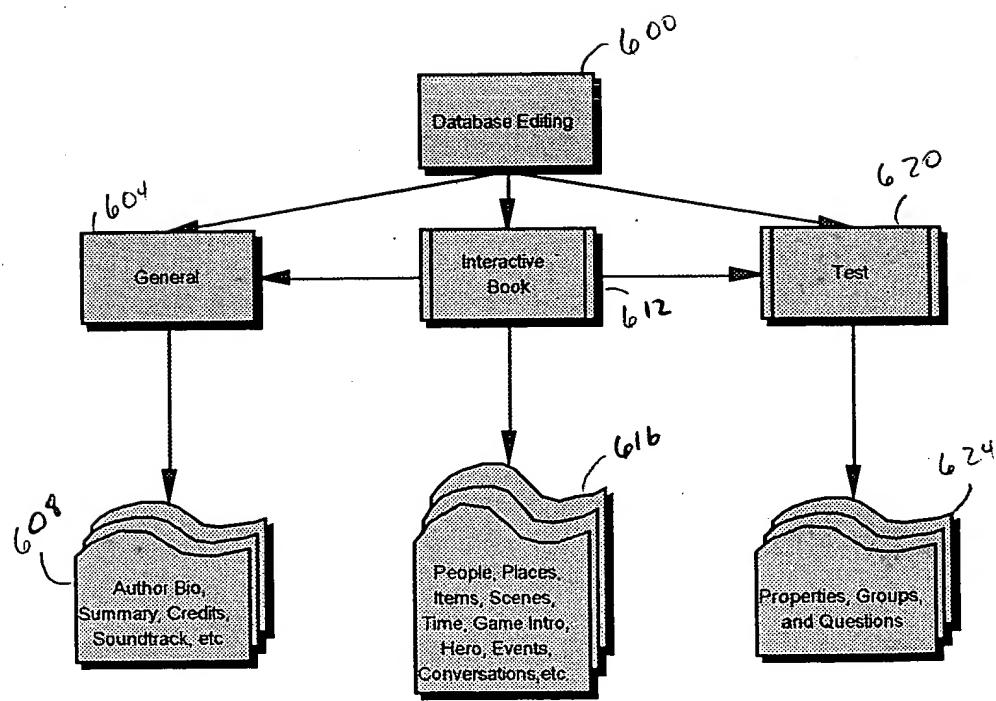


Figure 5

Figure 6



Content Authoring
Process: one
example

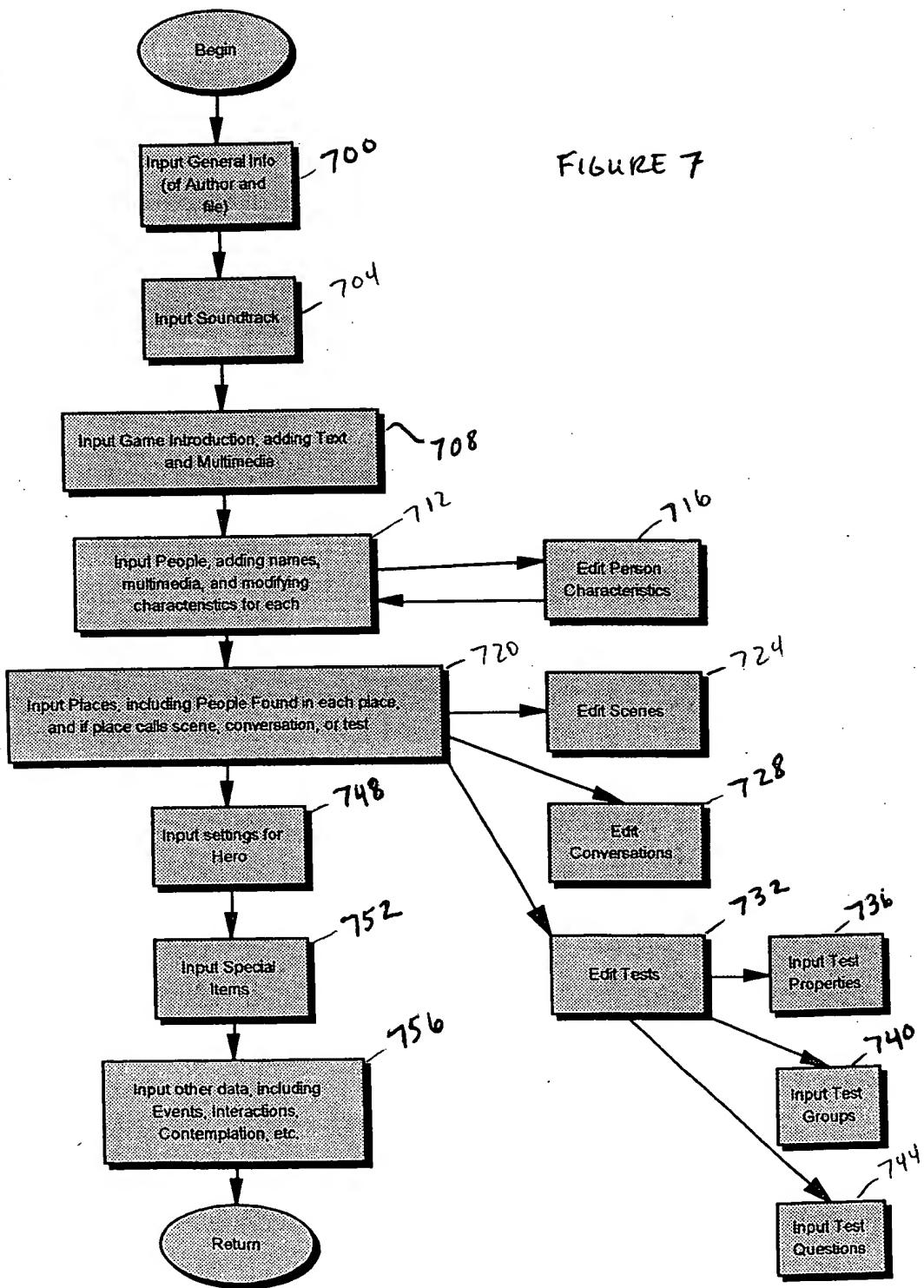
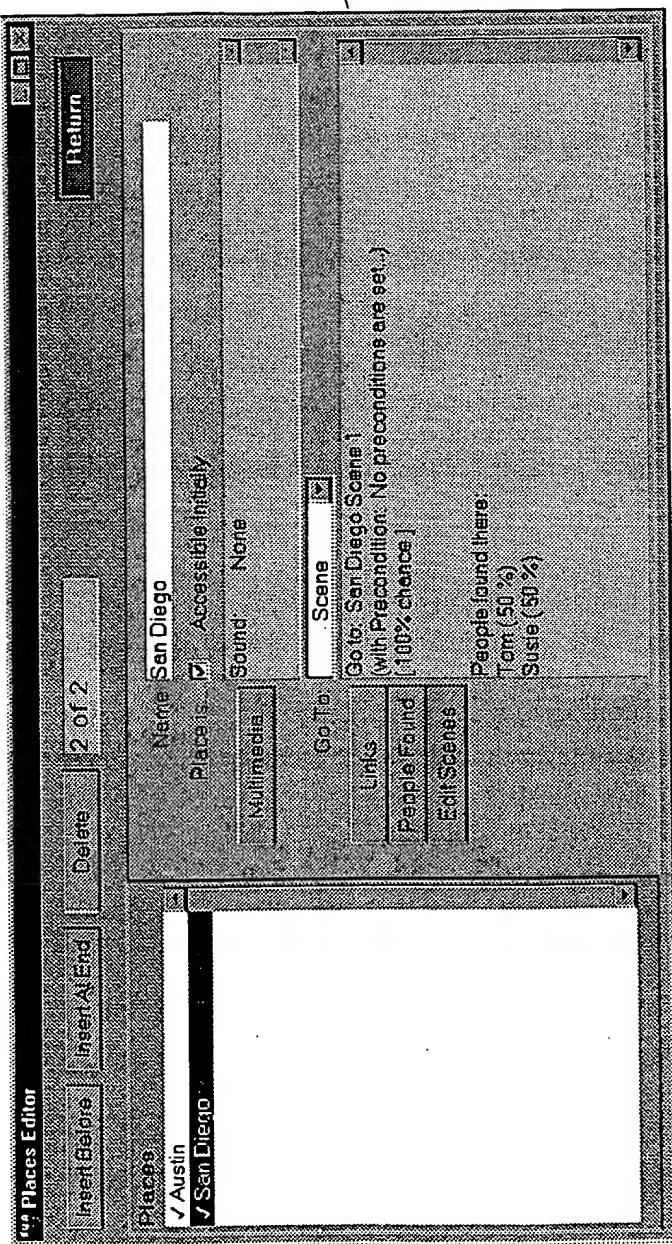


FIGURE 7



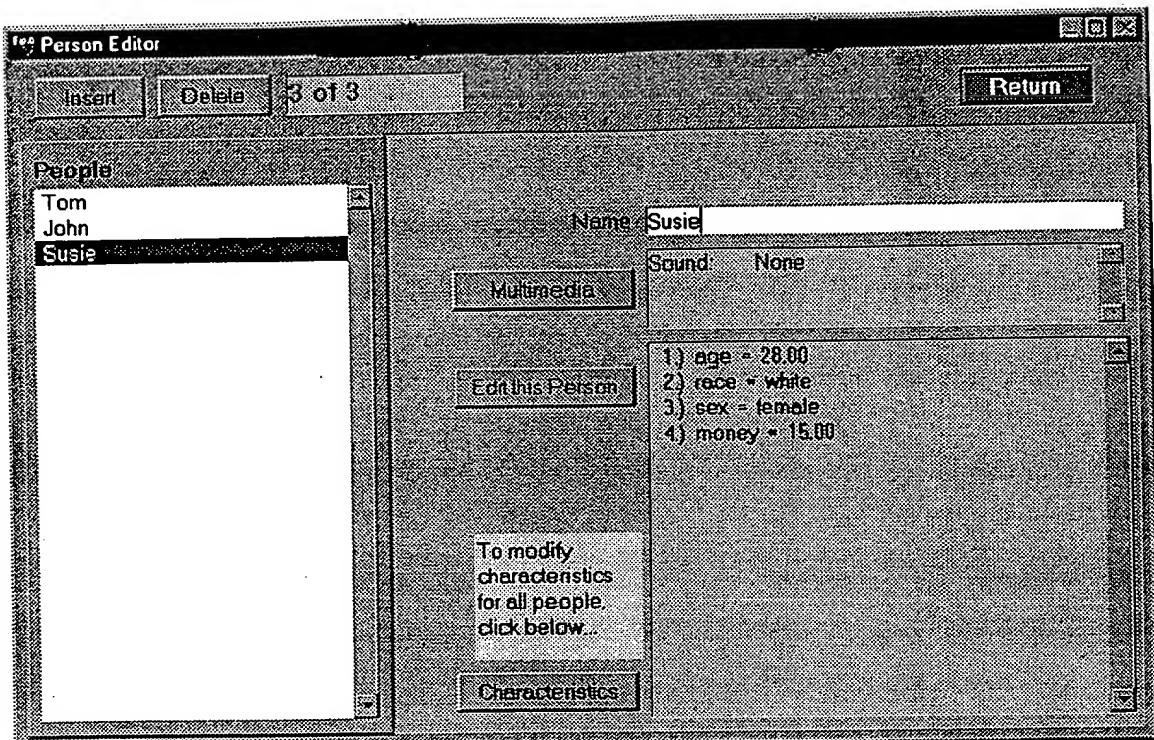


Figure 9 →

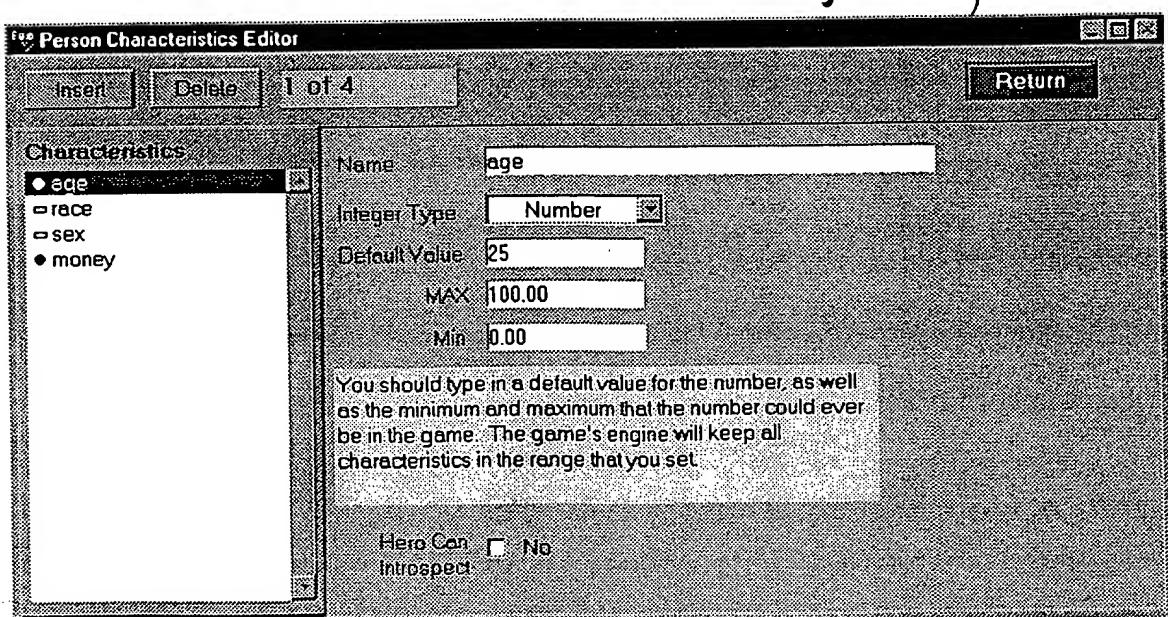


Figure 10 →

W O W E E D U " T r o l l i n g t o w o

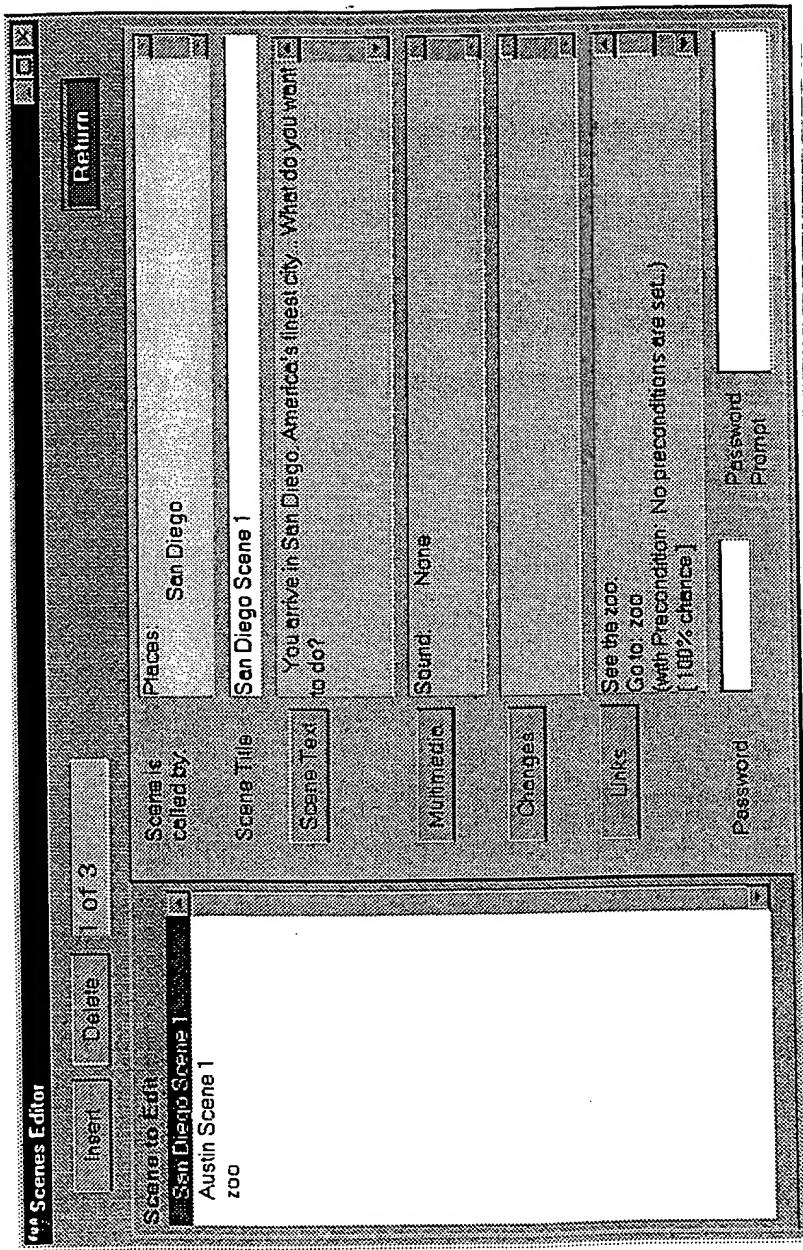
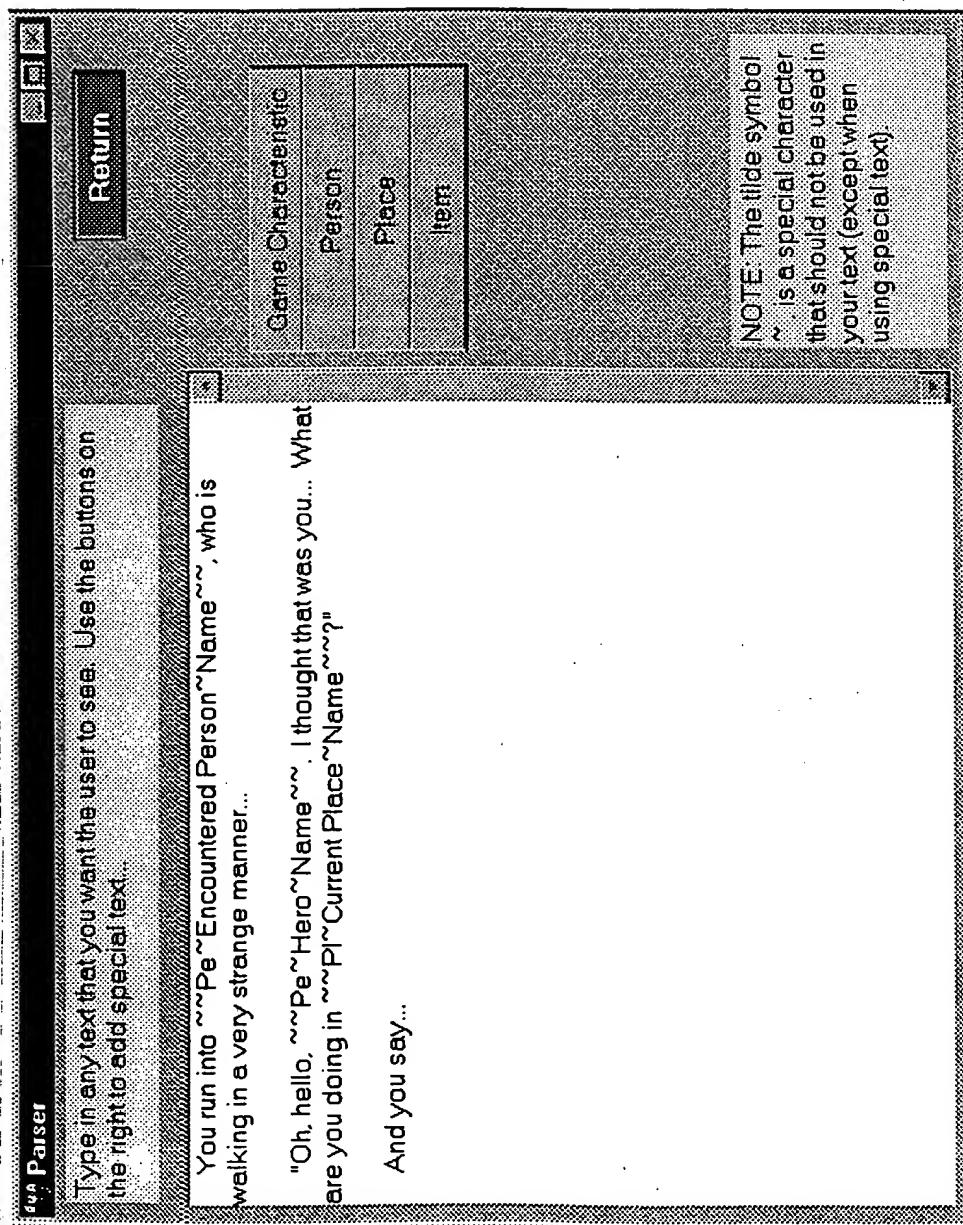


FIGURE 11

Figure 12



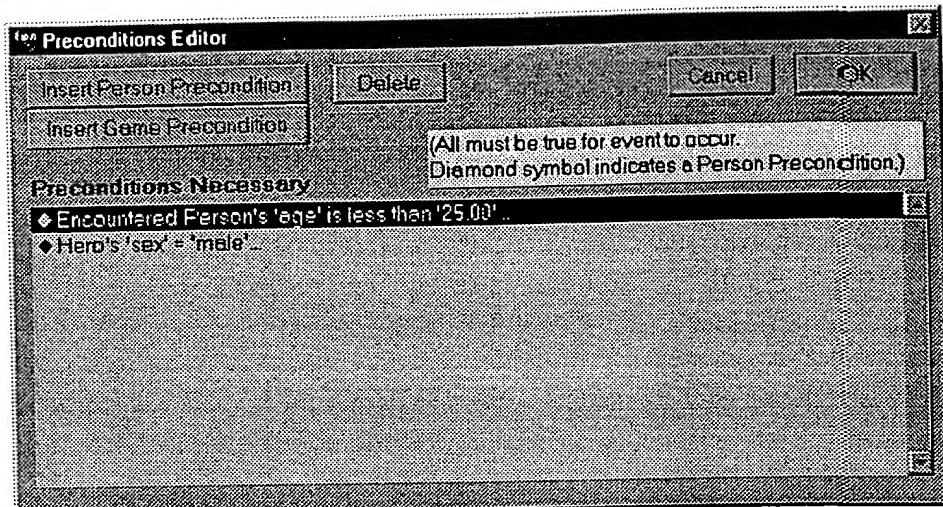


FIGURE 13

The top screenshot shows how the user can create a set of preconditions. The bottom one shows how each precondition is made. All information for the preconditions is pulled automatically from the appropriate databases.

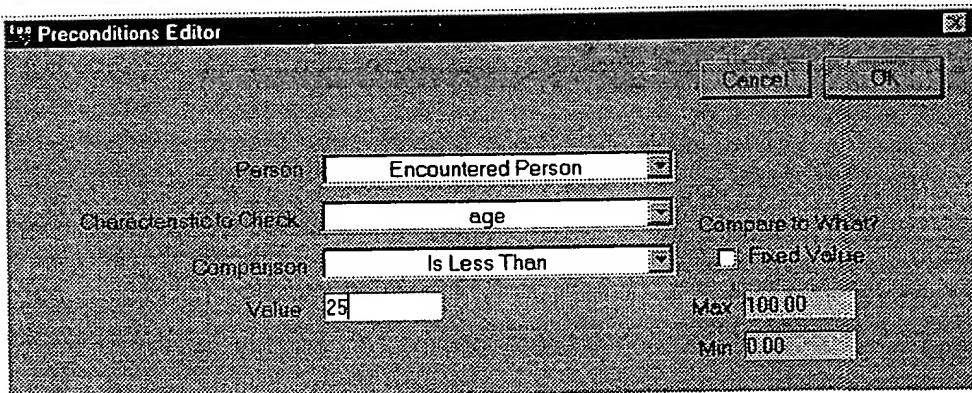
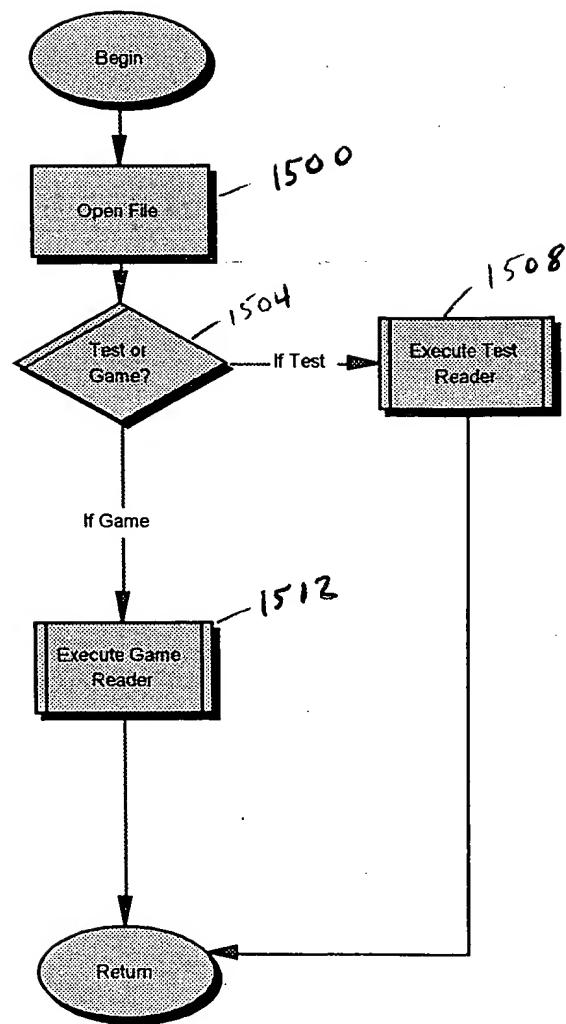
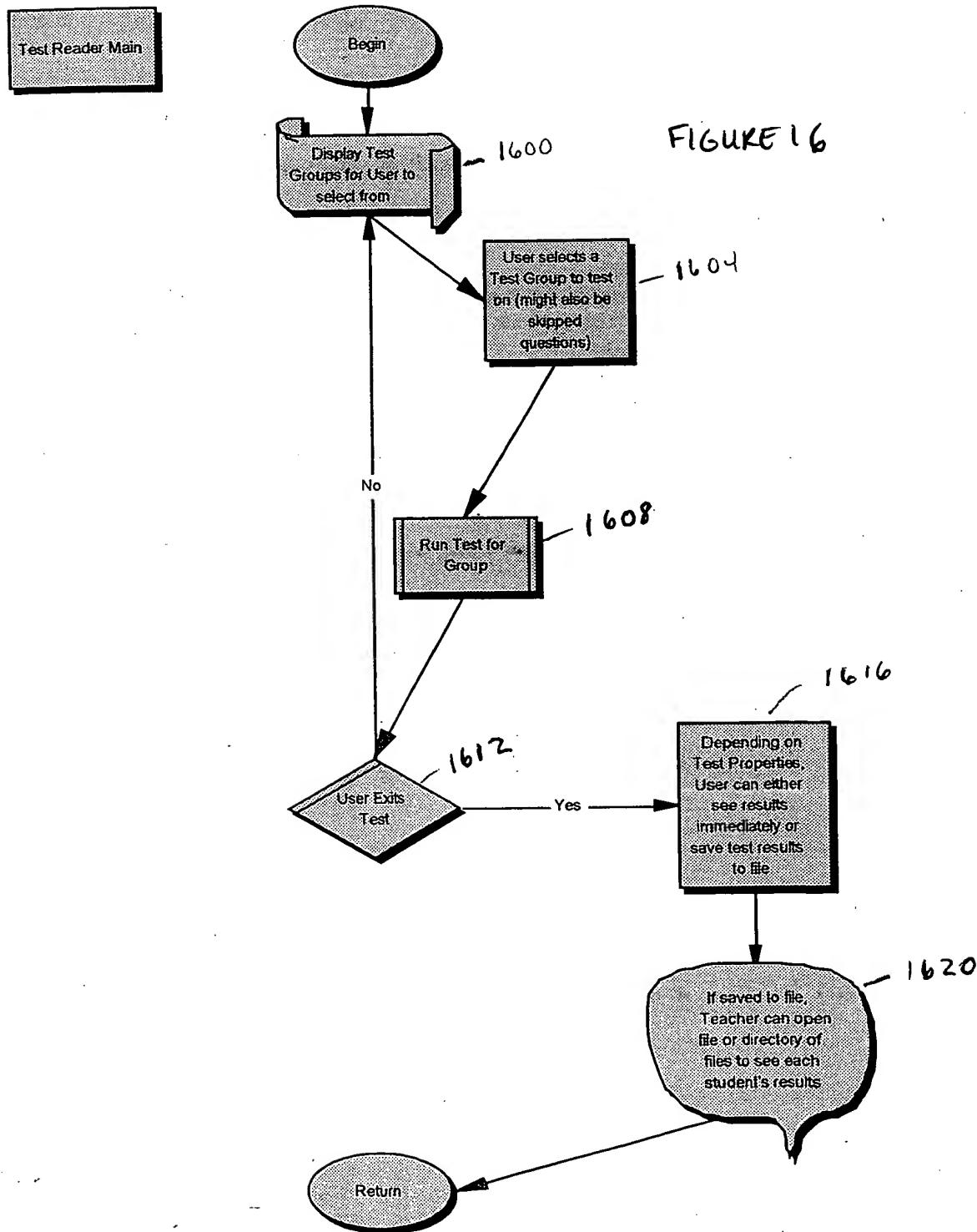


FIGURE 14

Reader High
Level

FIGURE 15





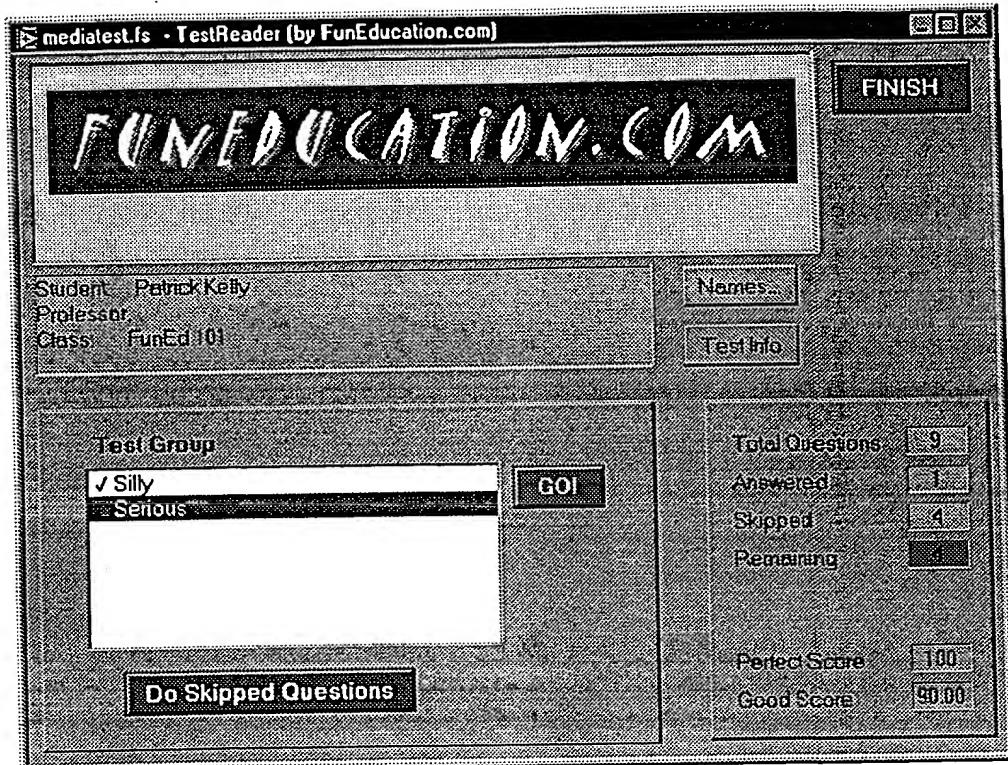


Figure 17

FIGURE 18

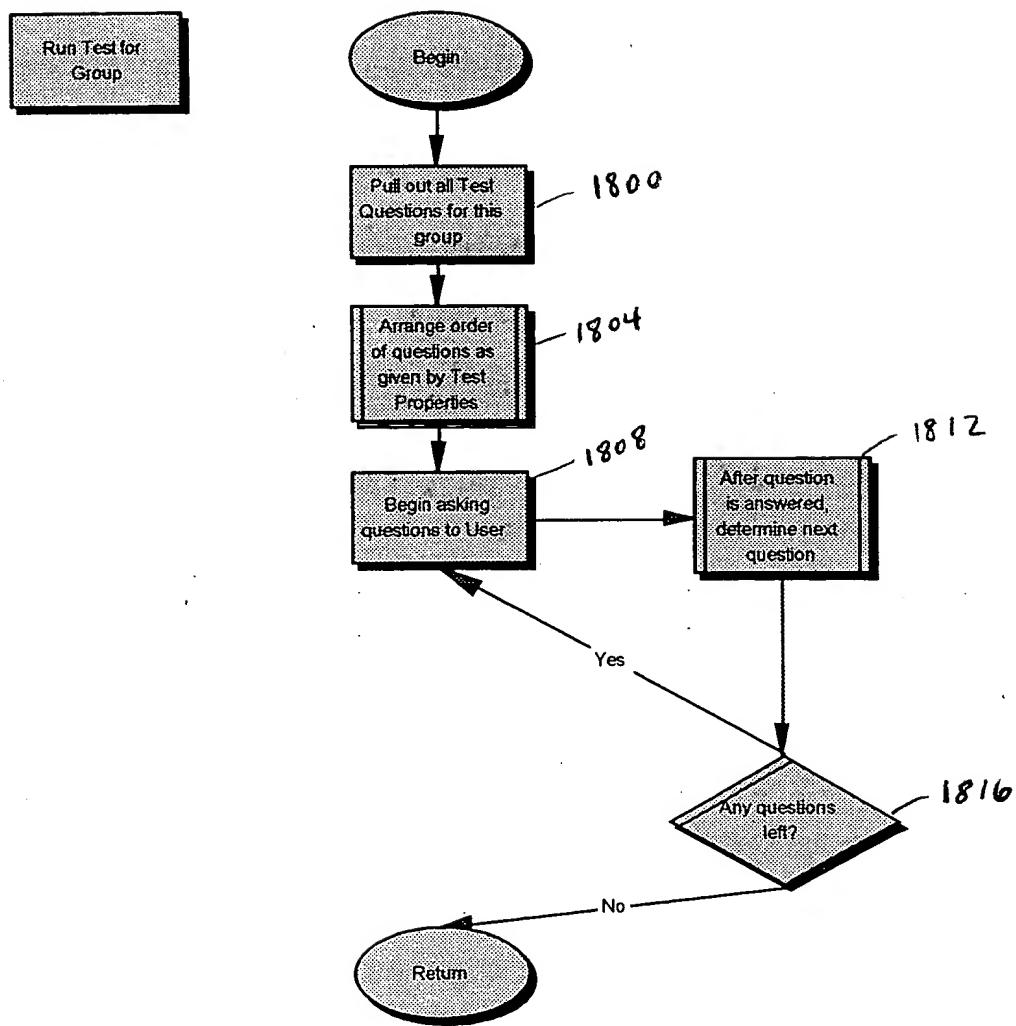


FIGURE 19

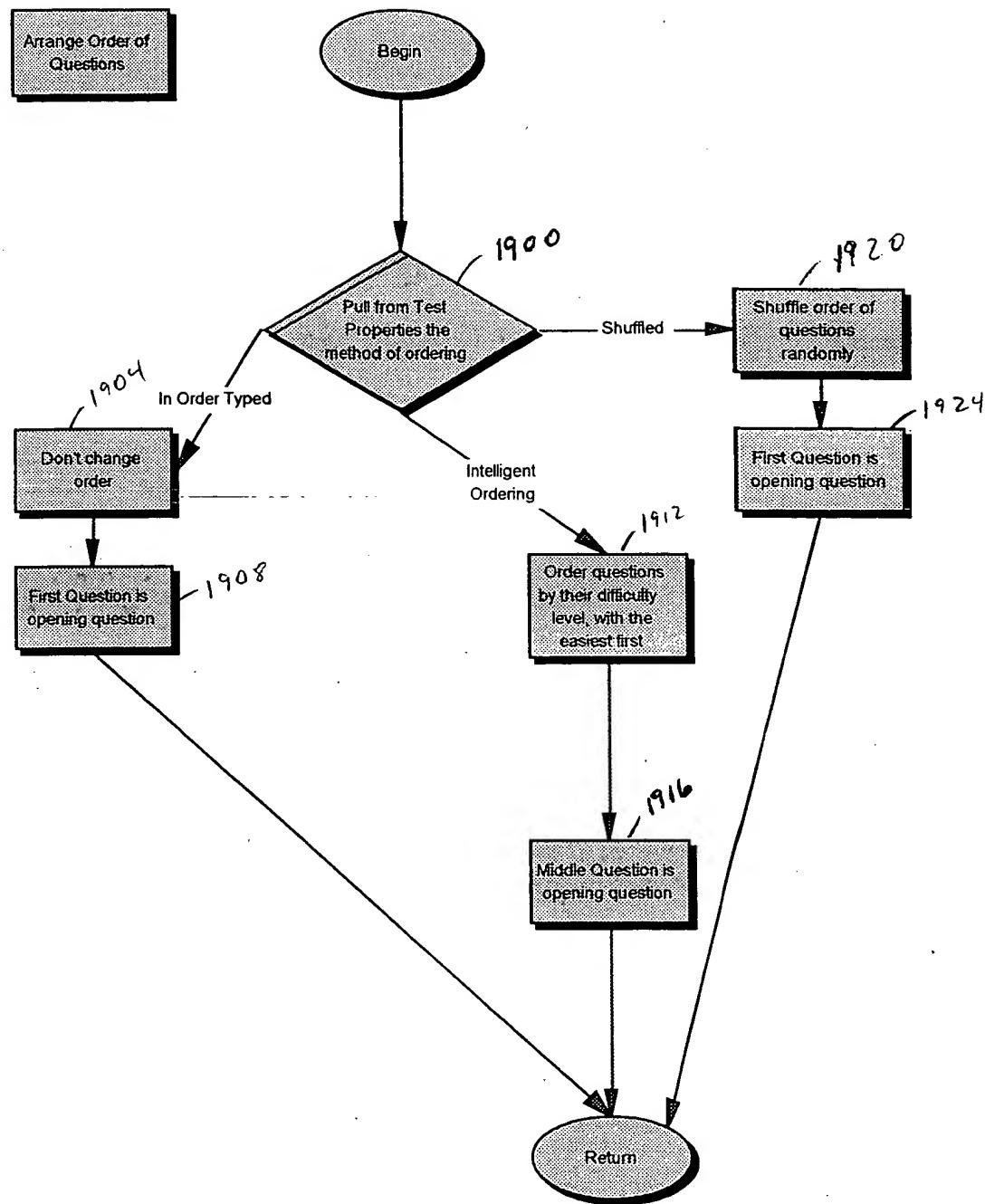


FIGURE 20

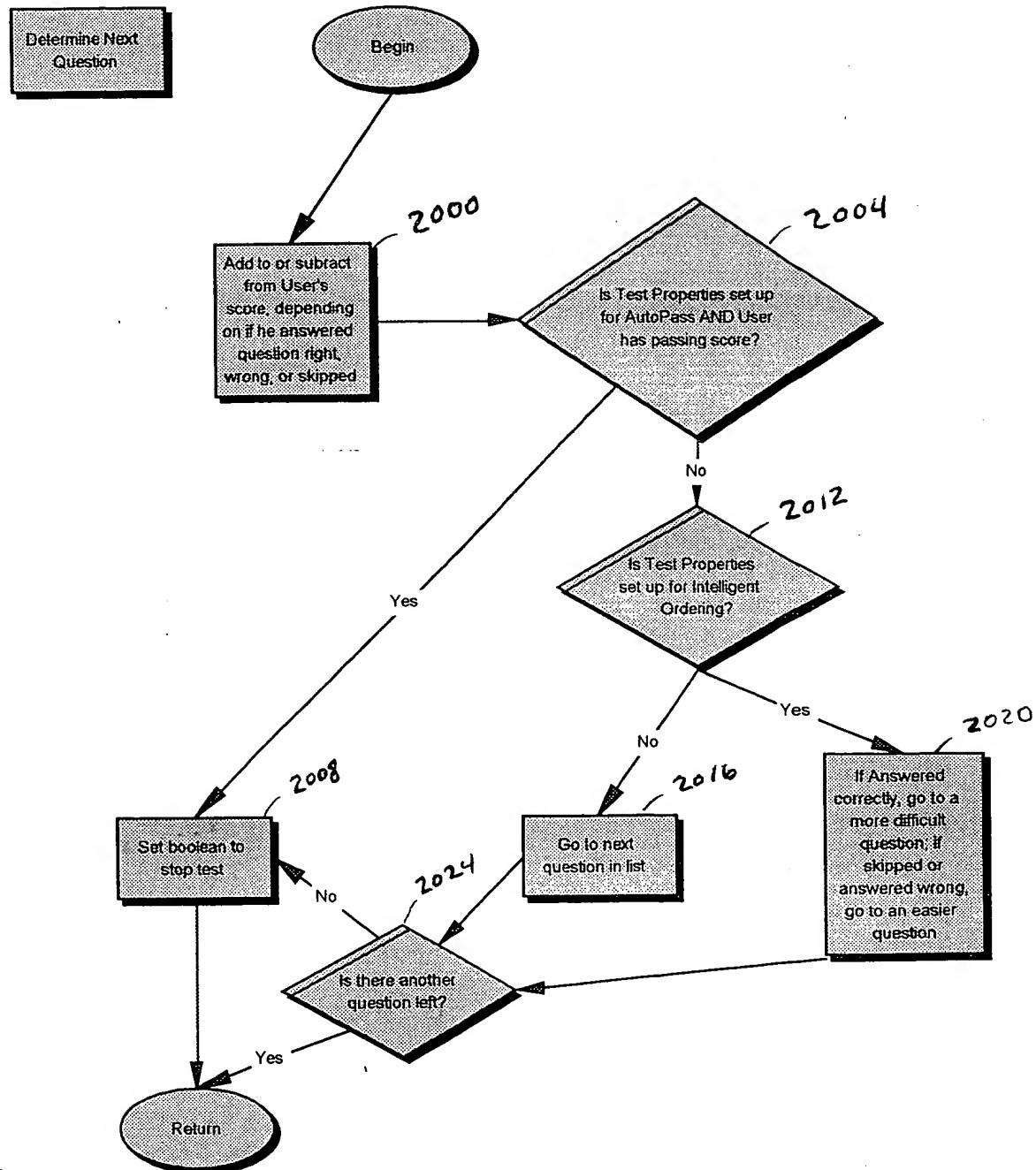


Figure 21

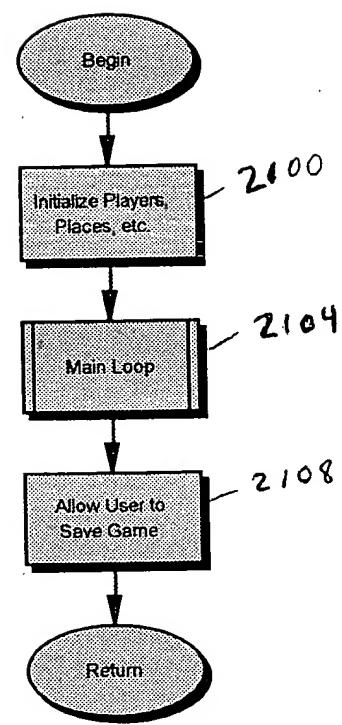
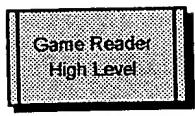


FIGURE 22

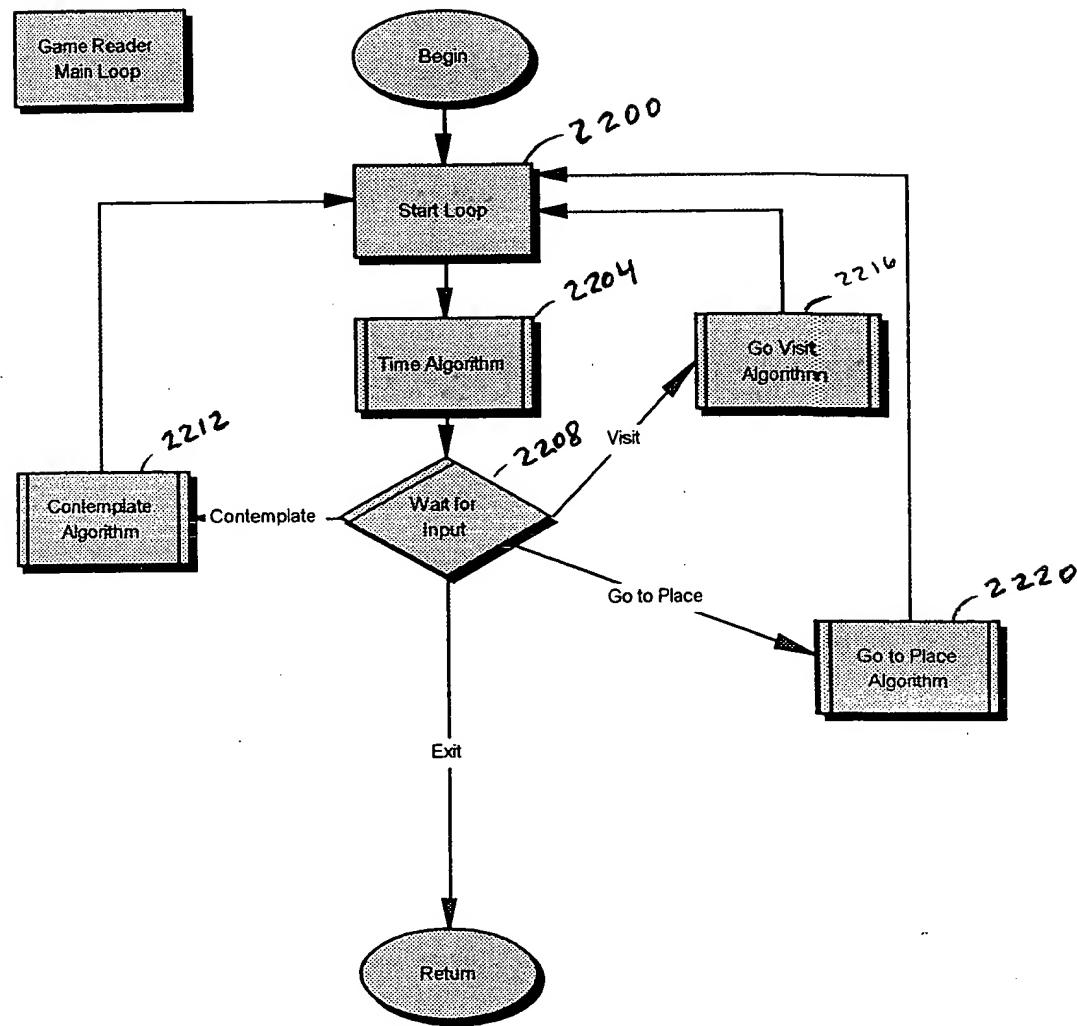


FIGURE 23

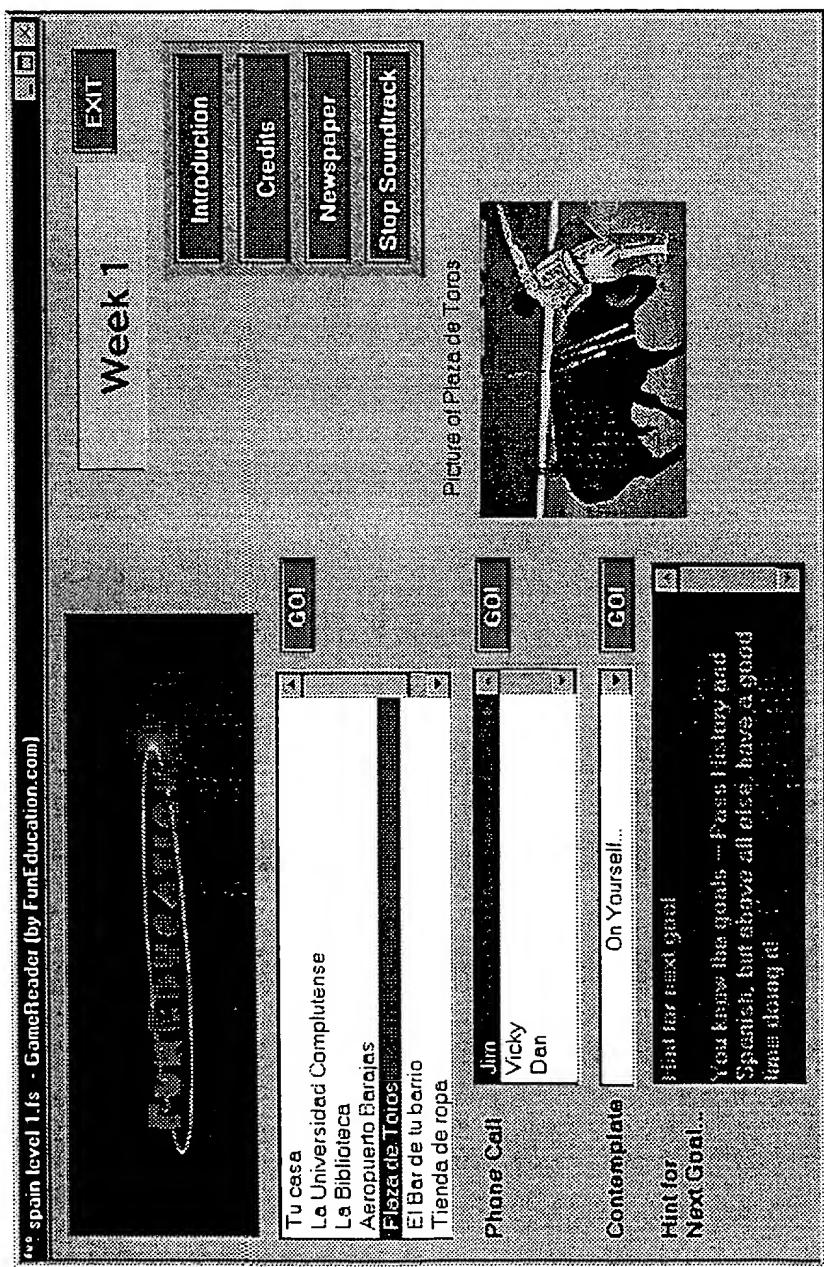


FIGURE 24

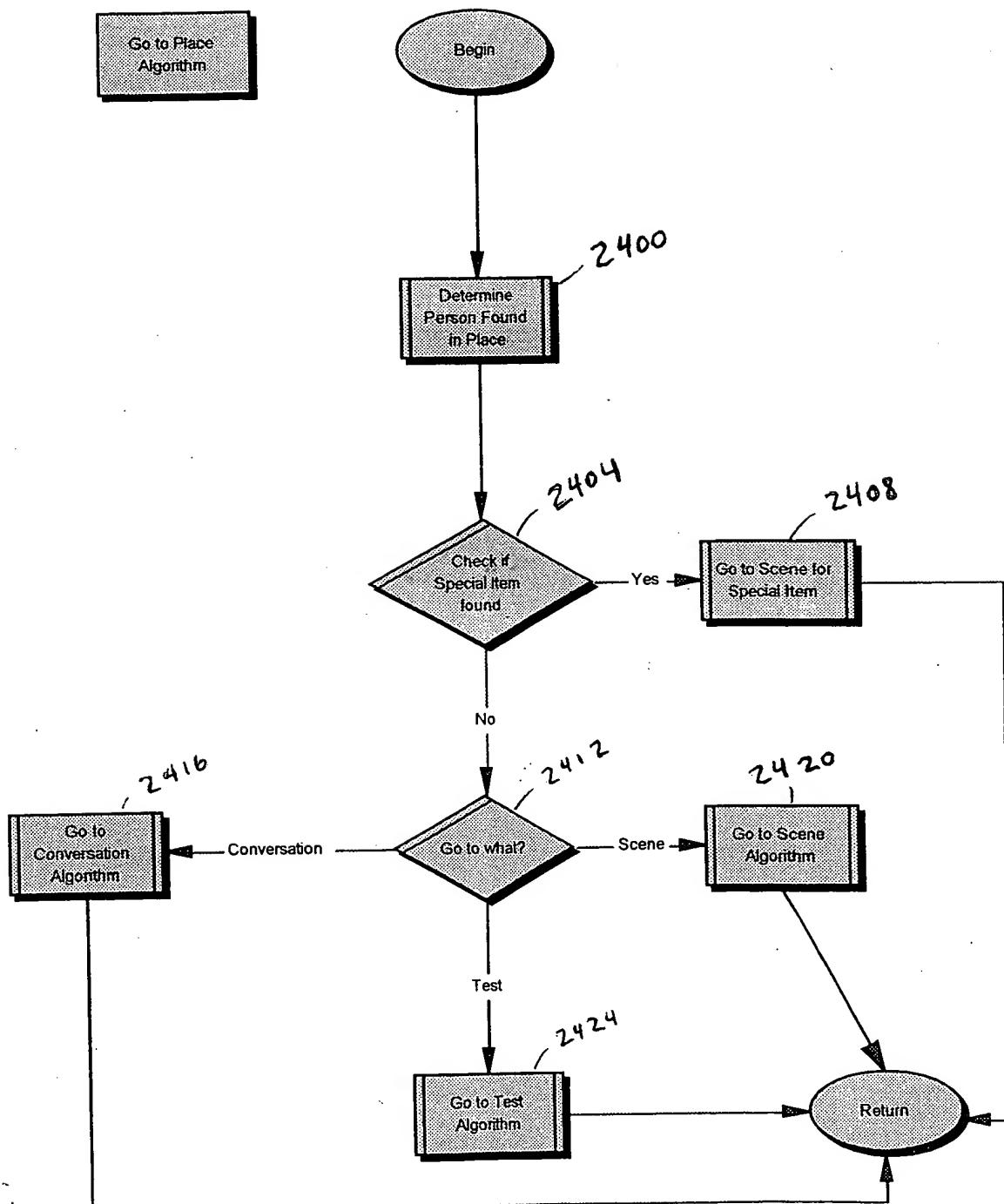


FIGURE 25

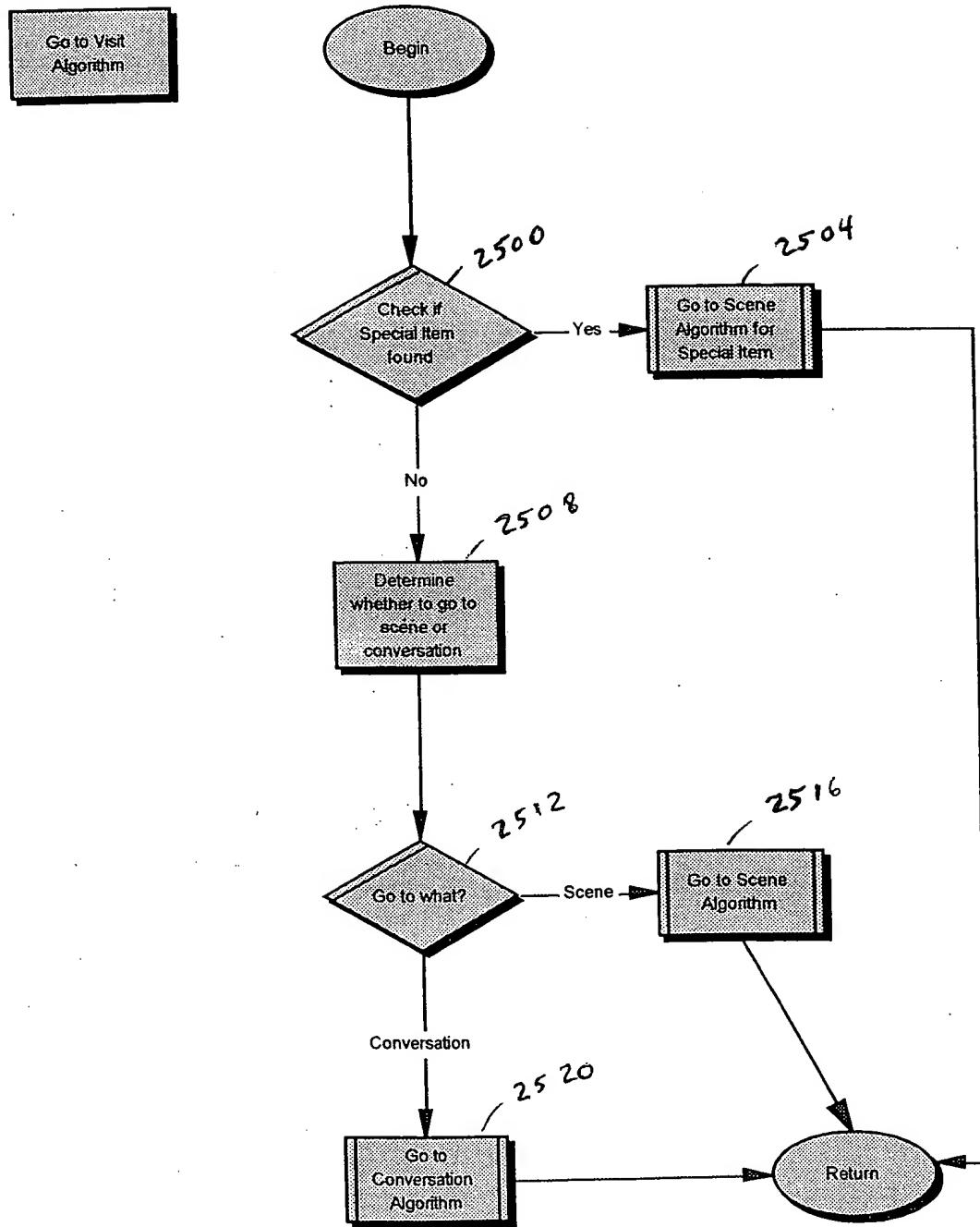


FIGURE 26

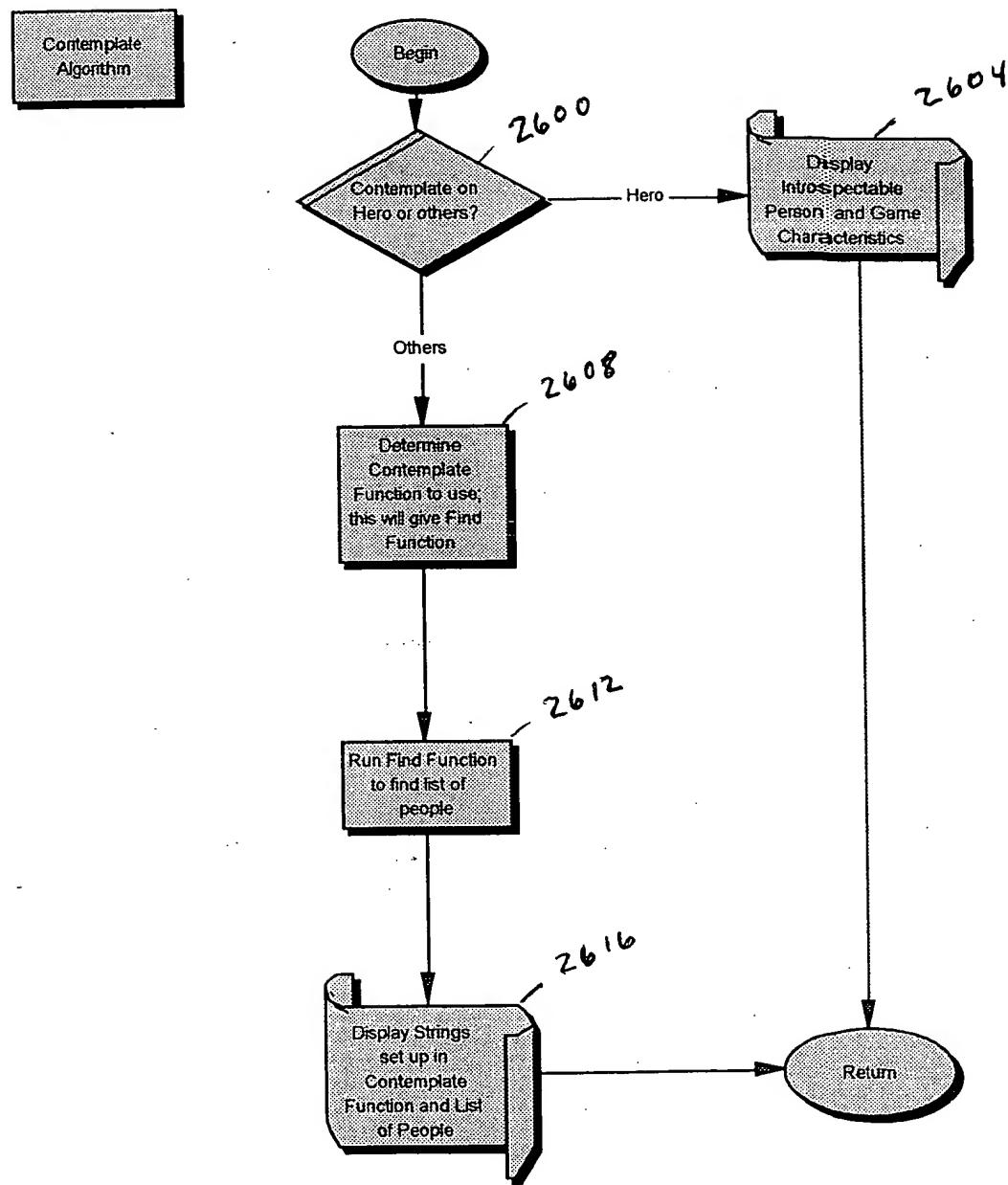


FIGURE 27

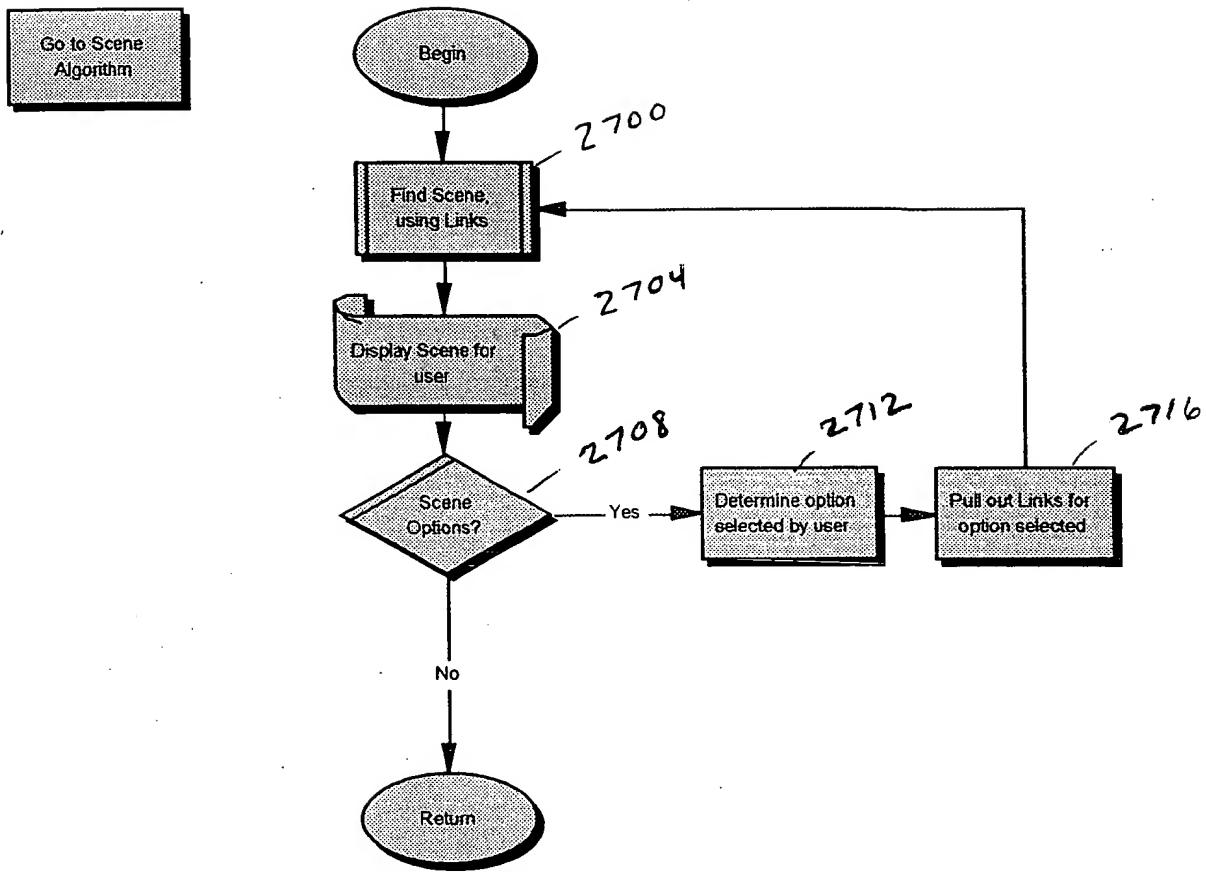


FIGURE 28

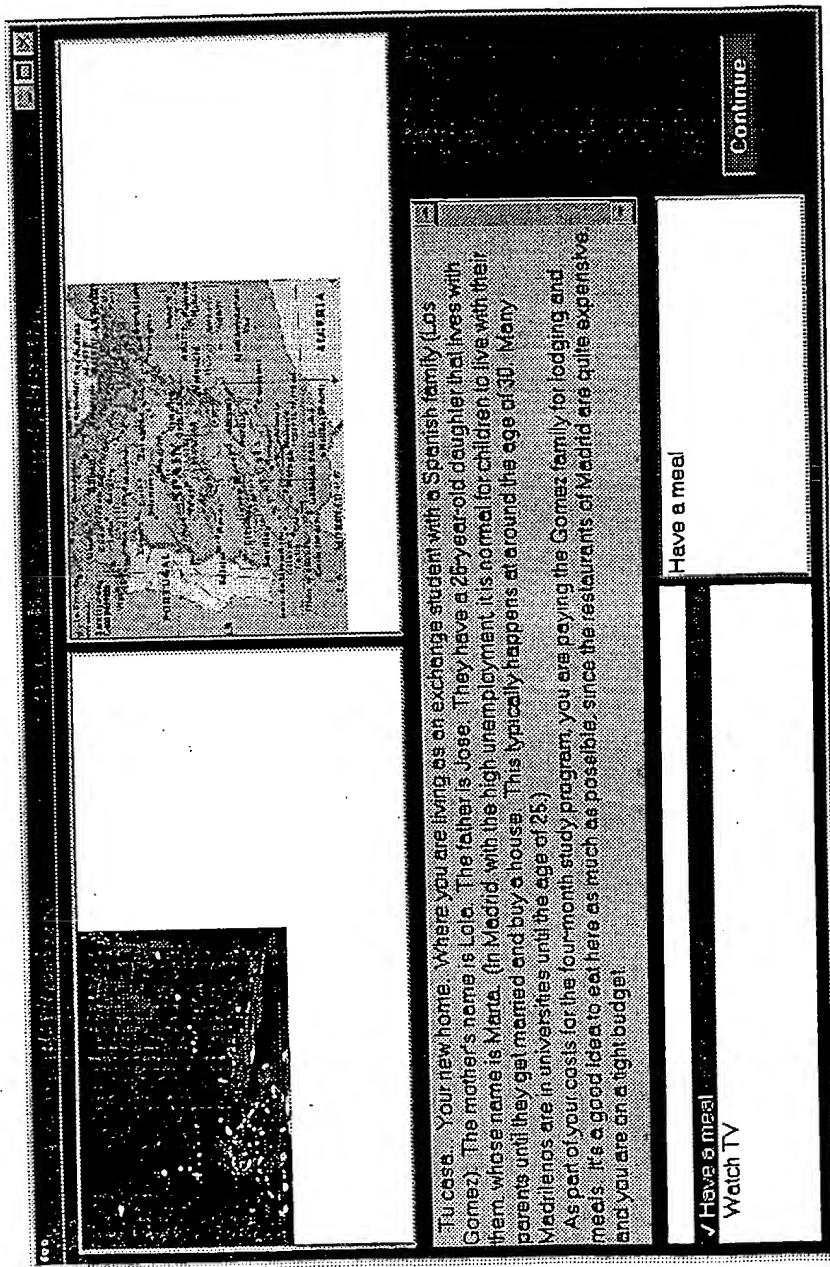


FIGURE 29

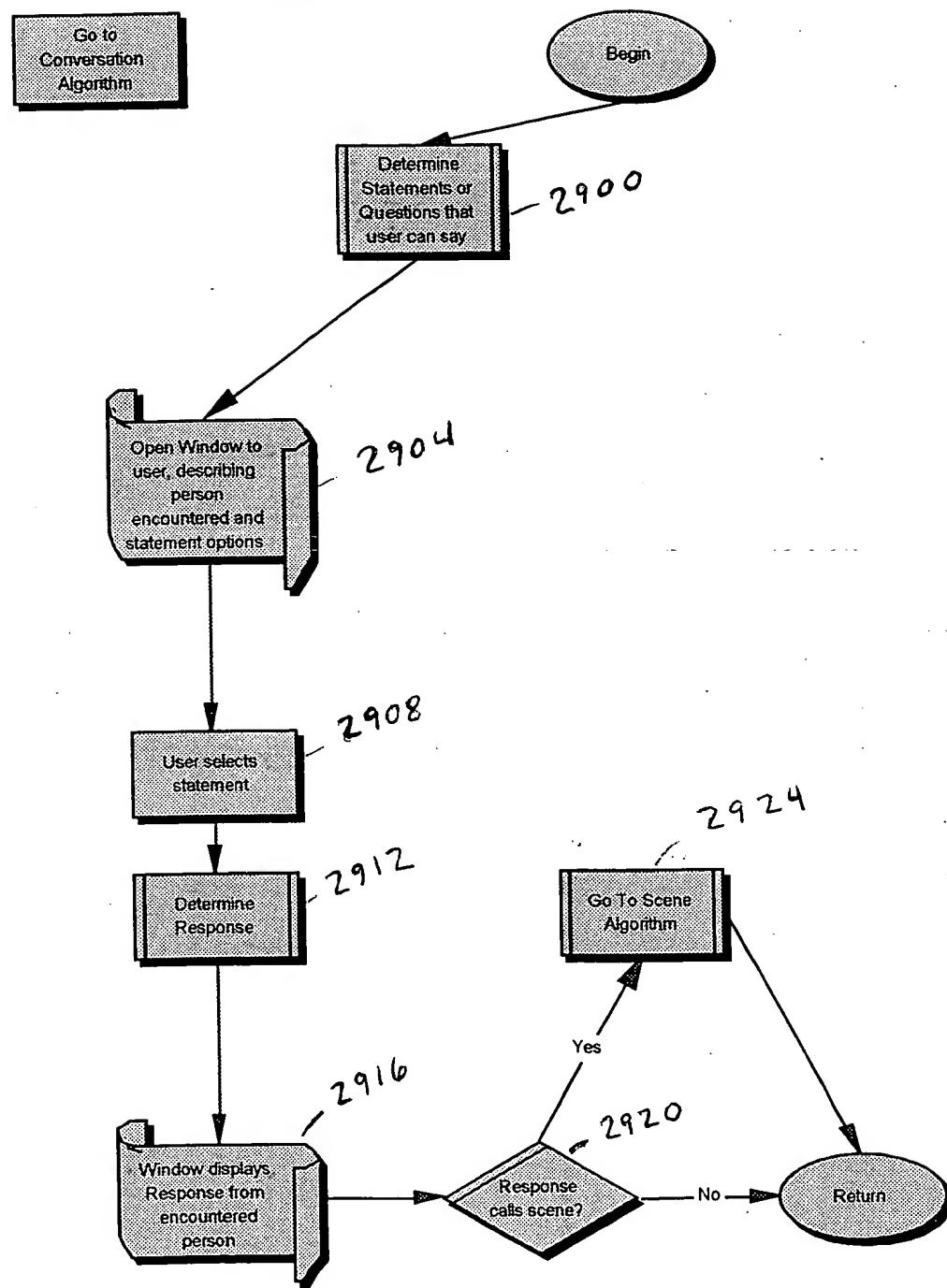


FIGURE 30

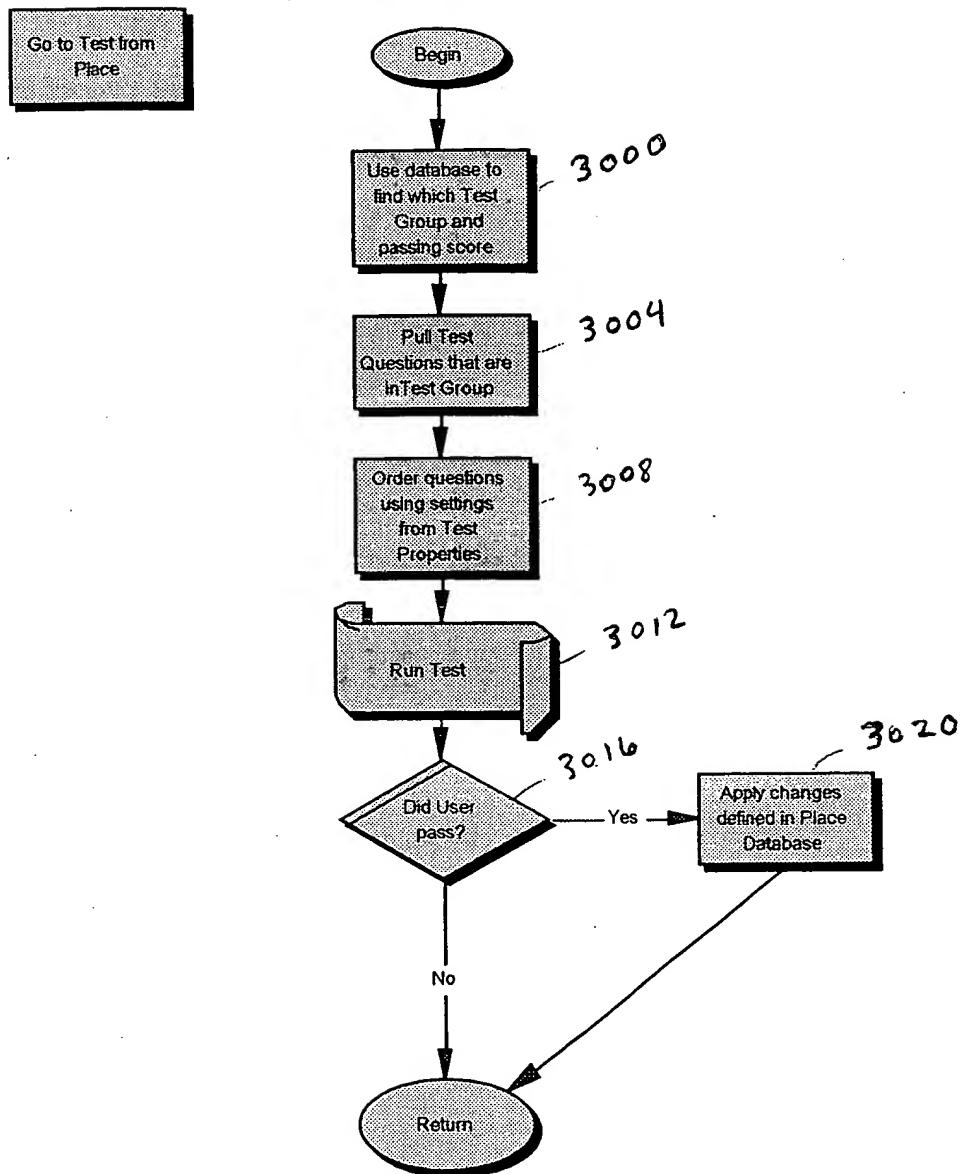
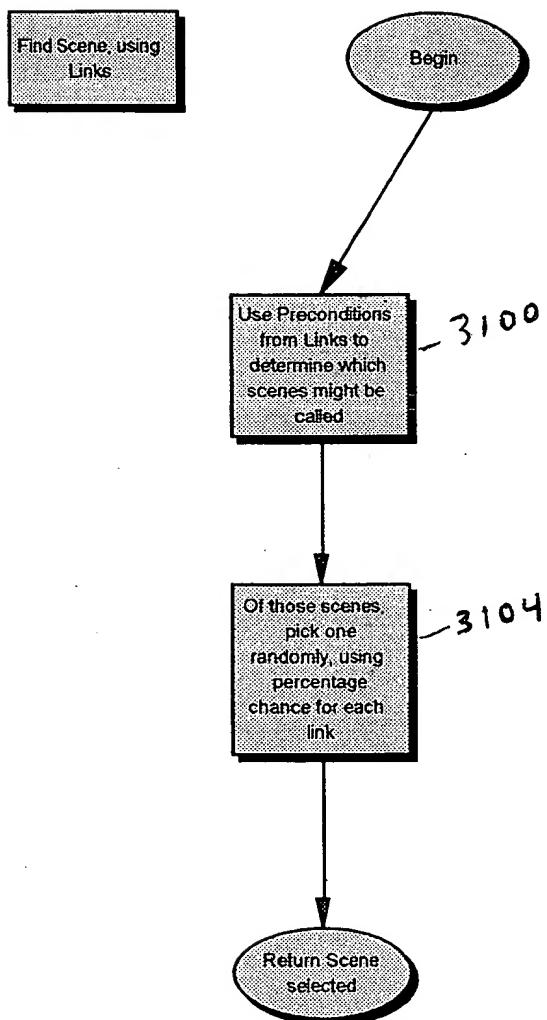


FIGURE 31



TOP SECRET // COMINT

FIGURE 32

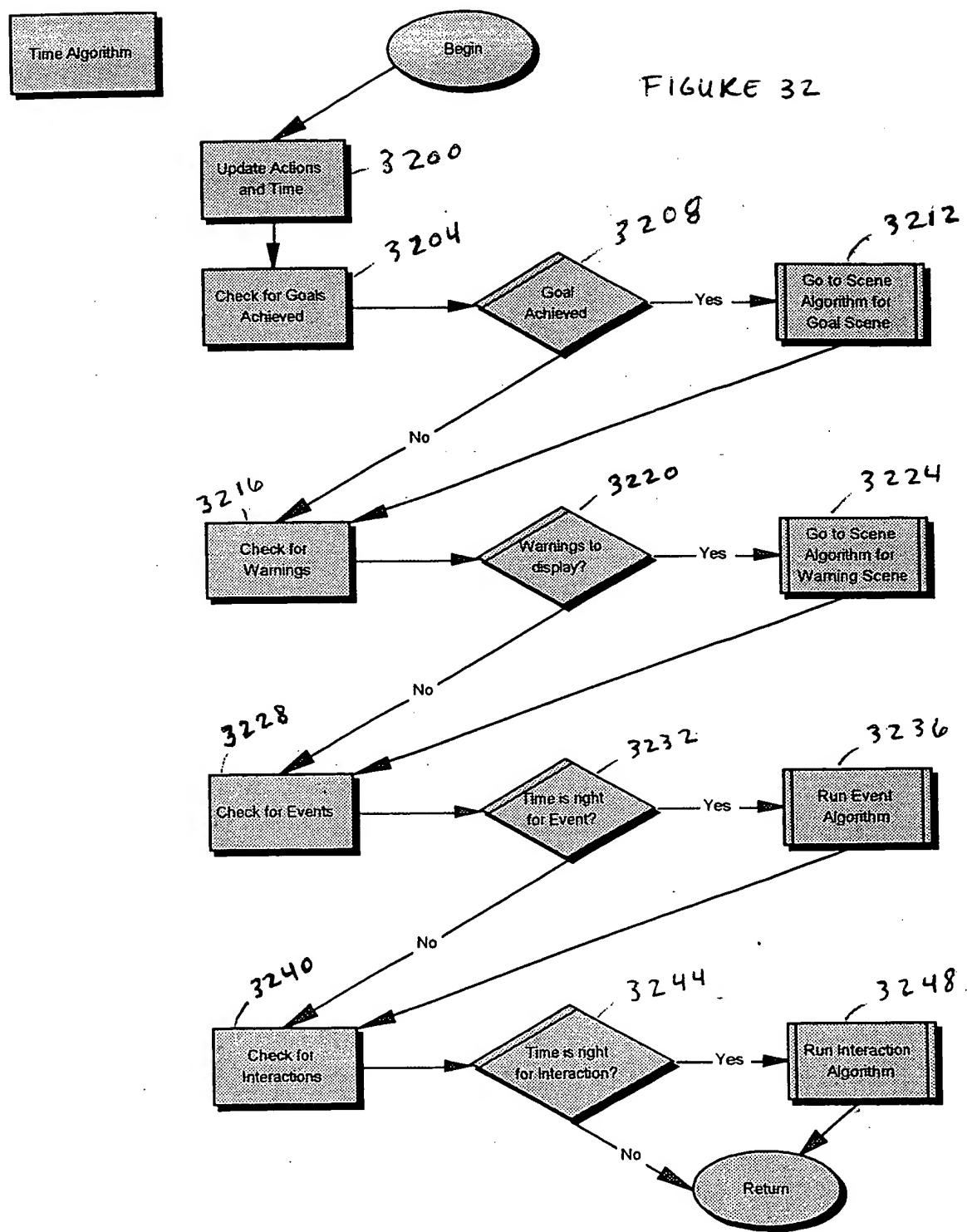


FIGURE 33

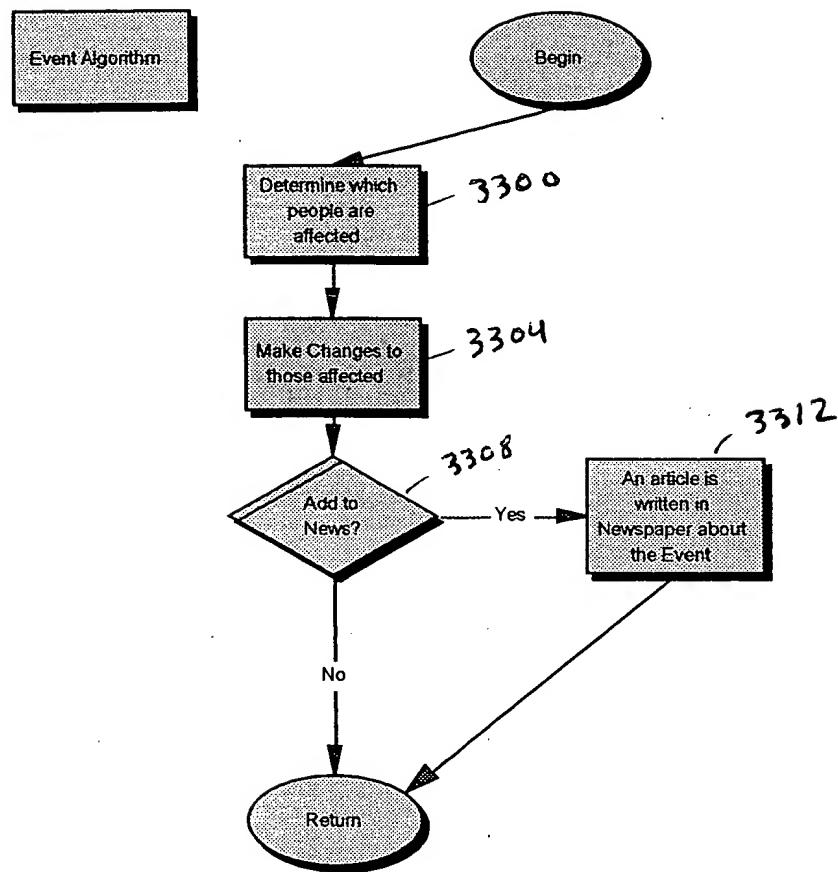


FIGURE 34

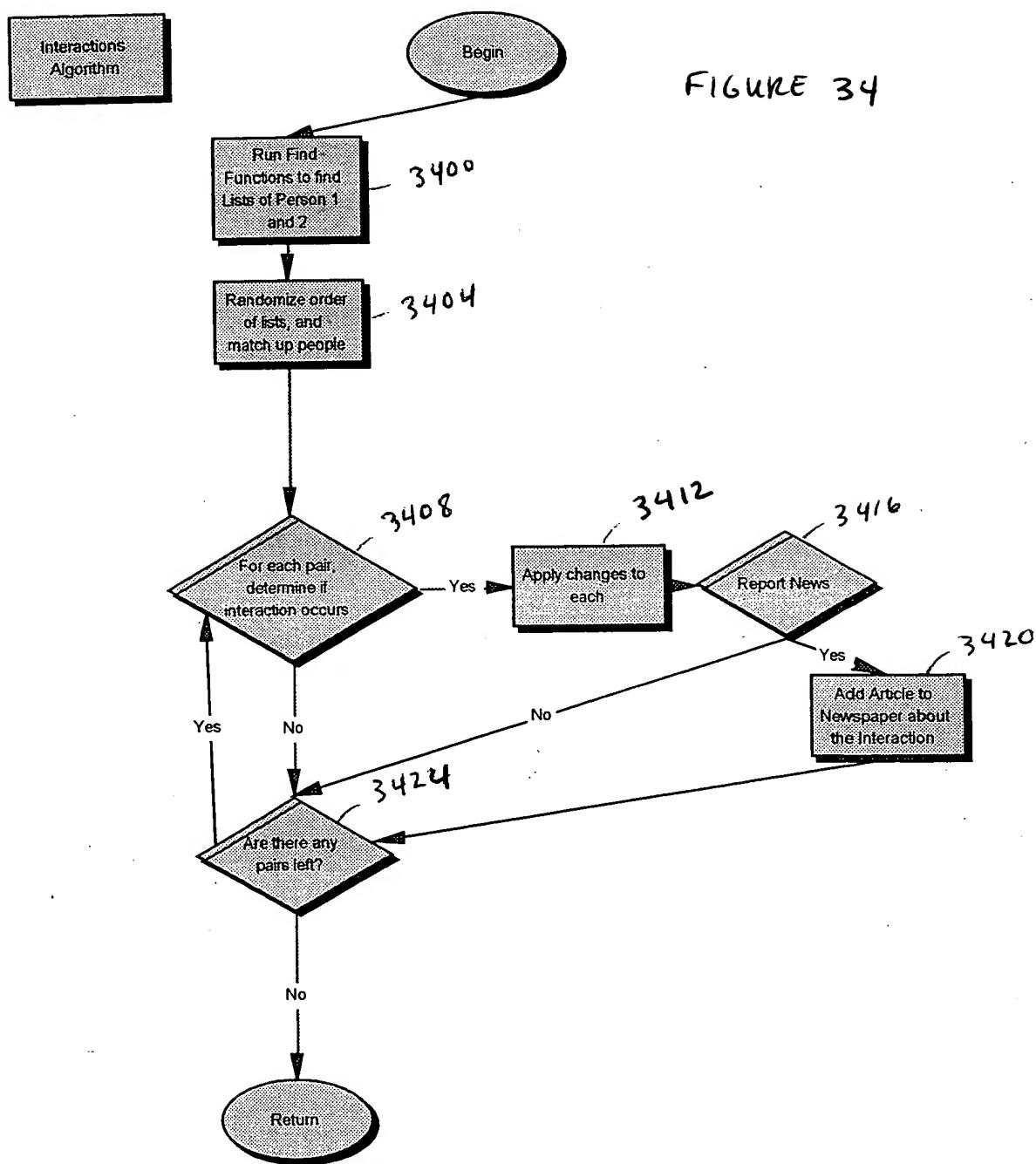


FIGURE 35

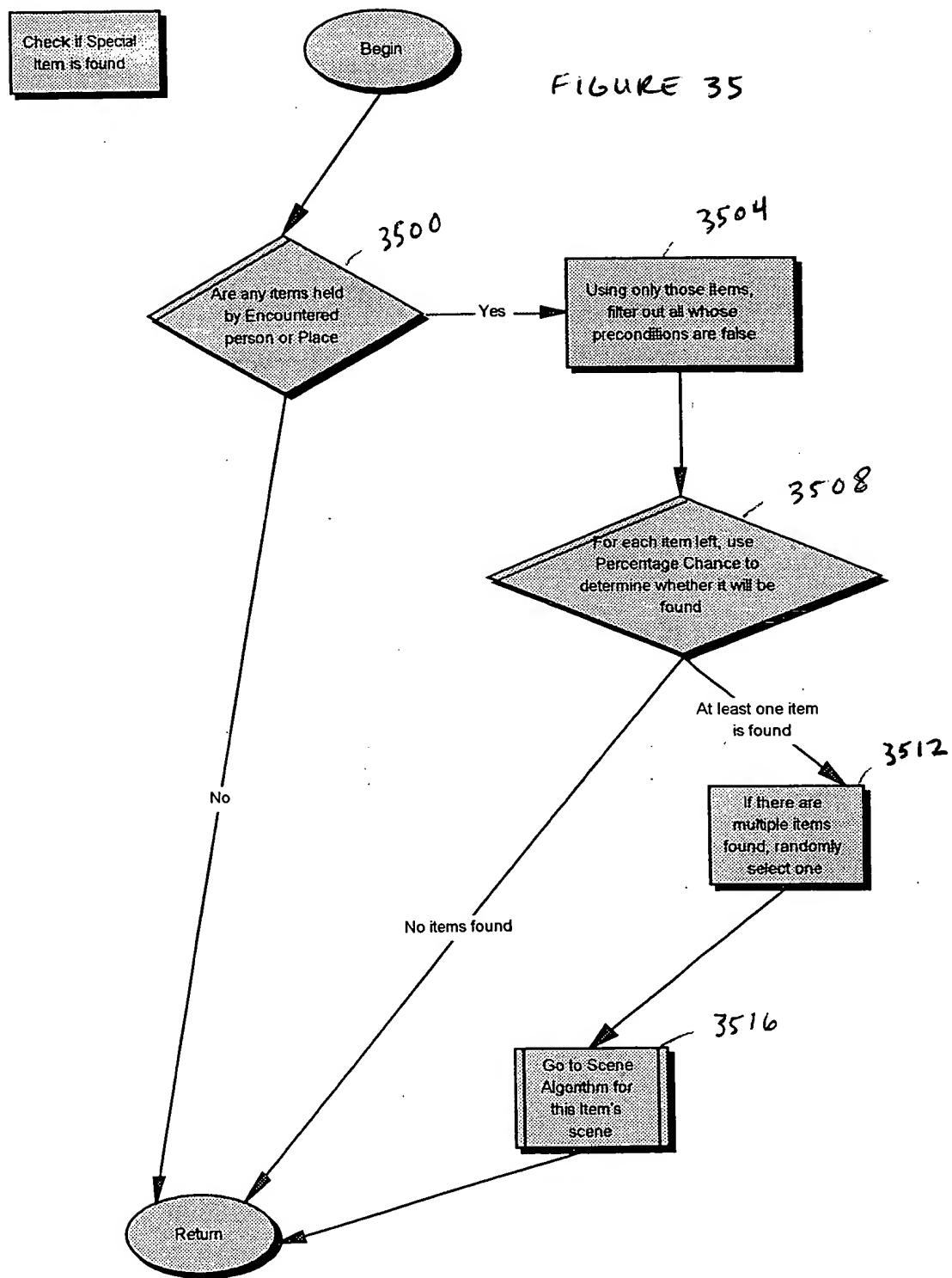
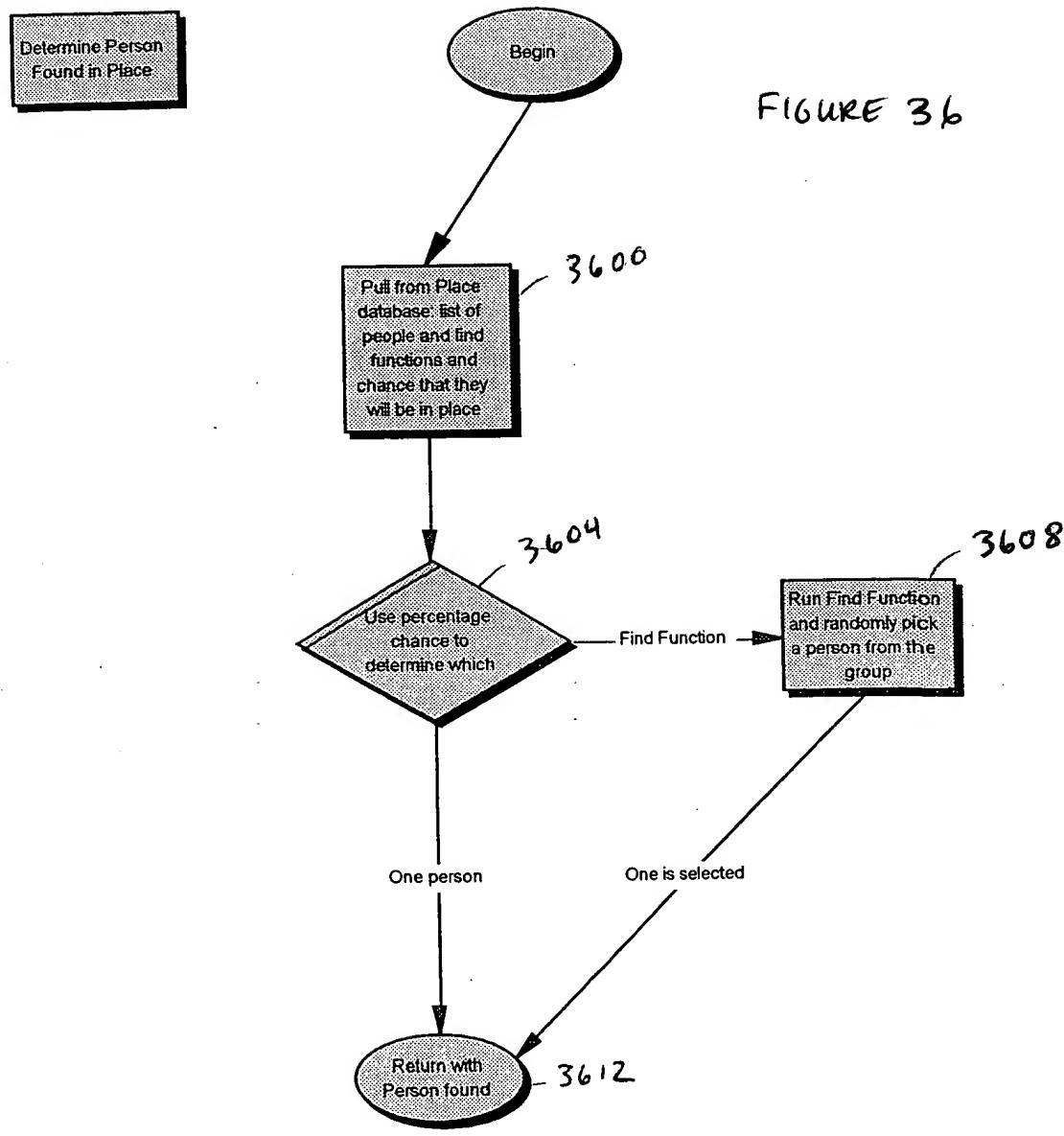


FIGURE 36



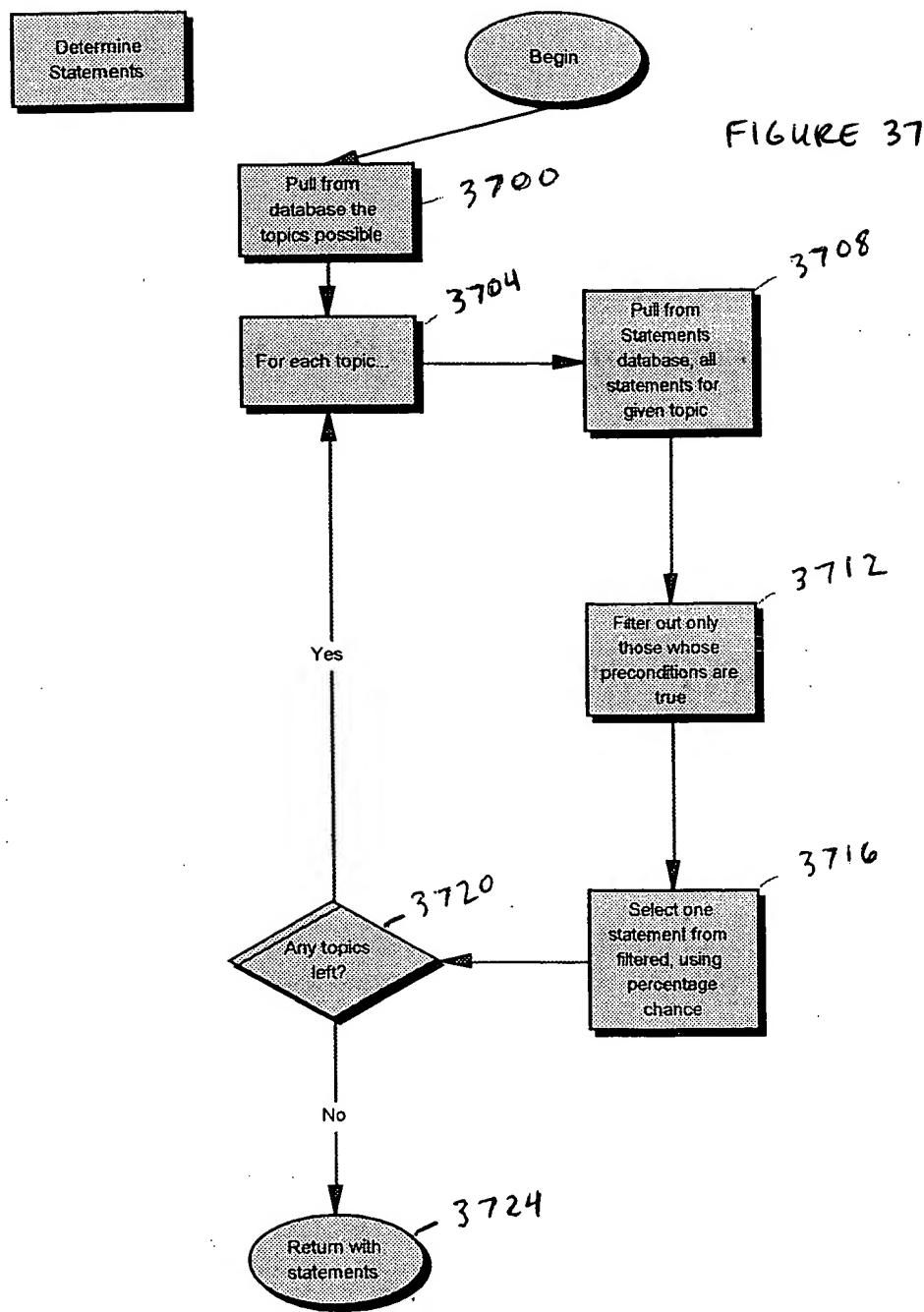


FIGURE 38

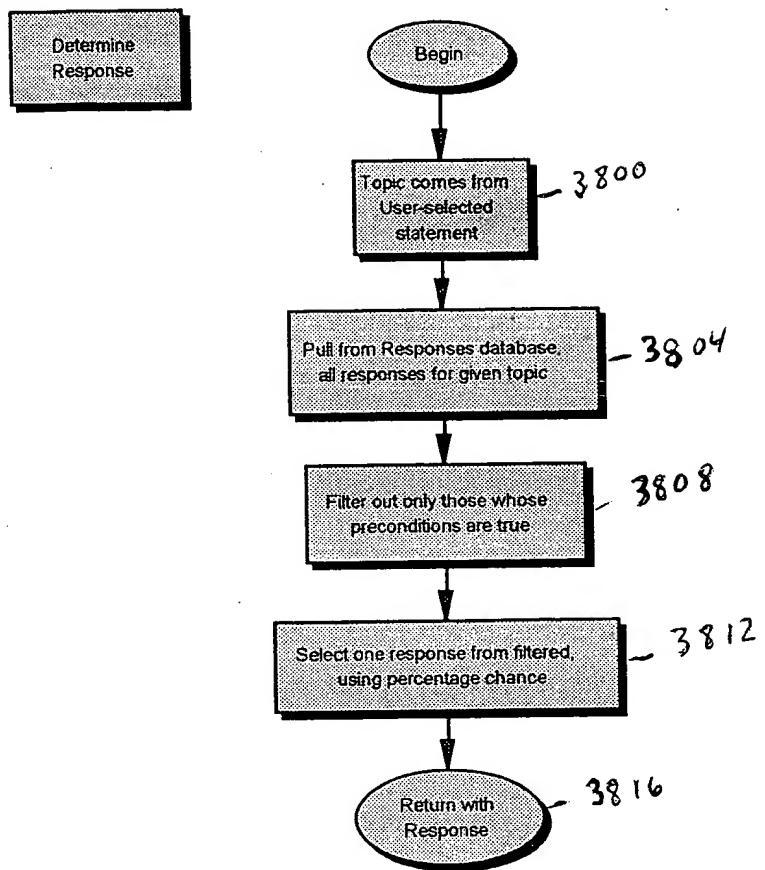


Figure 39: Simulation DB for each object

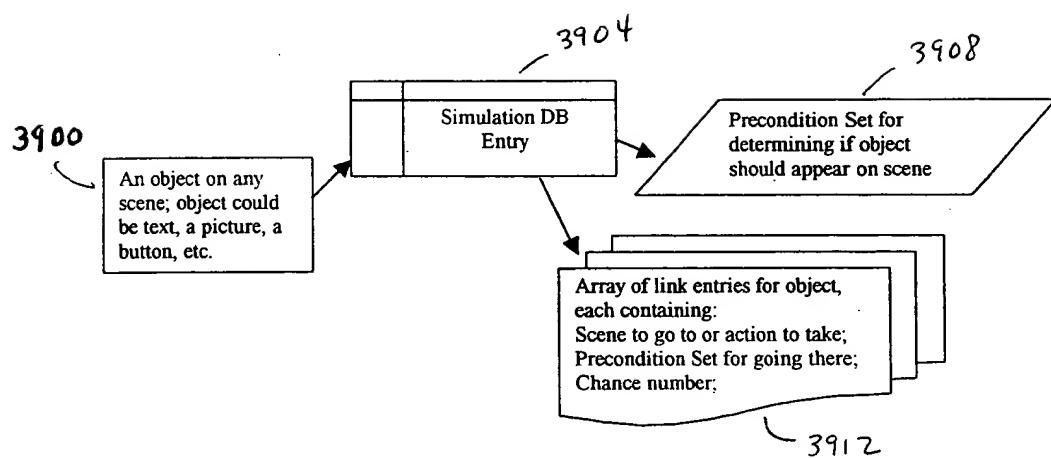


Figure 40: Precondition DB

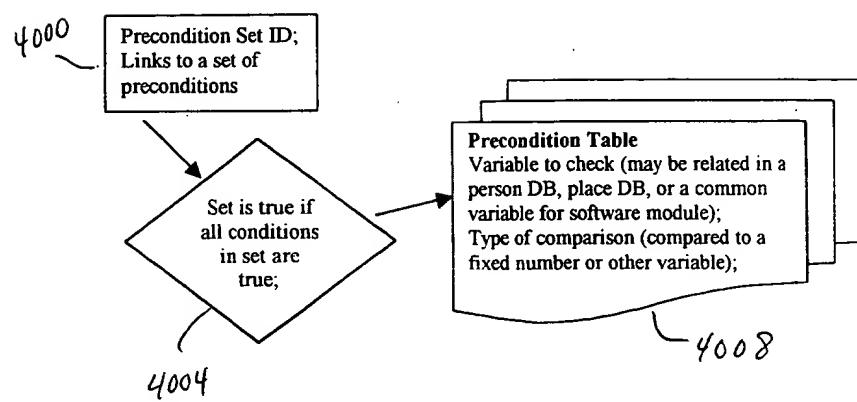


Figure 41: Chance Number Application

